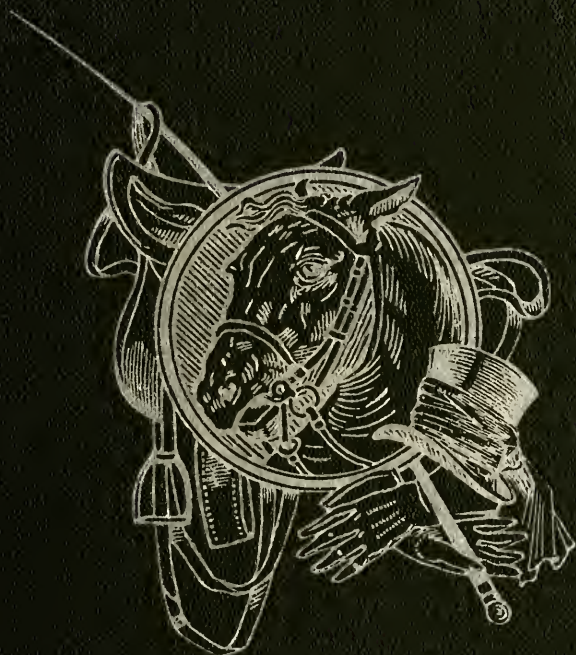


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RING-  
RIDING



BY

H. W. STRUSS

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# RING-RIDING

*BEING A COLLECTION OF MOVEMENTS AND COMMANDS  
DESIGNED FOR THE USE OF RIDING-SCHOOLS  
AND RIDING-CLUBS*

BY  
HENRY W. STRUSS

NEW YORK  
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1891



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TO THE  
NEW YORK RIDING-CLUB,  
A BROTHERHOOD OF GOOD FELLOWS AND GOOD RIDERS,  
WHOSE FRIENDSHIP I SHALL ALWAYS HOLD  
IN AFFECTIONATE REMEMBRANCE,  
THIS BOOK IS DEDICATED BY THE AUTHOR.



## P R E F A C E .

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BEING a member of the Riding Committee of the New York Riding-Club, and finding that it would be a great convenience and advantage to have some work on Ring-riding as a reference and guide for the use of the club in general, and the committee and riding-master in particular, I tried to find such a book; but, although there are quite a number of publications on the subject of horseback-riding and horse-training, I could not find anything of the kind desired. It then occurred to me that I might fill the void, and I have tried to do so to the best of my ability. I hope the result of my efforts will prove of benefit to fellow-riders, and especially to clubs and classes organized for improvement in ring-riding.



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## RING-RIDING.

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RING-RIDING, without doubt, becomes monotonous to the regular rider as well as to his horse, and both are glad when, in the spring, pleasant weather arrives and outdoor riding may be again indulged in, especially as we are not all so constituted as to be able to go out in all kinds of weather during the winter. Ring-riding can, however, be made endurable, and the hour of exercise be passed quickly and agreeably by forming in classes and executing a variety of manœuvres. Such manœuvres also tend to improve the rider's seat in the saddle and his control of the horse. In executing the various movements the rider's mind is kept on the alert, his hands and legs kept busy guiding and controlling his horse, and the horse himself becomes more supple and responds more quickly to the call of reins and legs.

Movements on straight lines, parallel with or at various angles to the sides of the ring, and in circles of various diameters, or parts thereof, are the foundation of all figures, and endless is the variety of combinations that can be made. It should be a pleasant duty of the riding-master to formulate new combinations, both for practice and exhibition riding. For practice, any and all movements should be tried, and there is no necessity for any regular succession of movements; for exhibition riding the figures should be carefully designed for effect, they should look well to the spectator, and there should be a continuous changing from one movement of the figure into another; no long riding around the ring between the movements, and as few repetitions as pos-

sible. The simplest movements look well if well executed and properly combined, while most difficult ones are only appreciated by the expert.

The object of this book is to give, in a convenient form for reference, a number of movements which can be combined in various ways, and may lead to the suggestion of others, together with a system of commands suitable for ring-riding, and some general instruction and explanation.

The movements will all be given and explained as on the right hand; it being only necessary to substitute the word *left* for *right* to explain the movement on the left hand. The commands will be given for both.

---

### GENERAL RULES.

EXCEPT when the class is riding at a walk, to rest the horses, the gait, whether a walk, trot, or gallop, should be quick and animated, but regular and not too fast; the horses should be kept well collected and quick in their actions, but the speed should never be greater than necessary. There should be a certain decision (snap) in the gait as well as in the execution of the different movements, but a rushing, disconnected gait should be carefully avoided.

When the class is in line or in column of twos or more, and it being necessary for the outside flank to increase its gait while turning, the outside flank riders must be careful to resume the regular gait again as soon as the straight line is resumed.

In starting from a halt or walk into a trot or gallop, at the command MARCH, each rider must start his horse at the same instant; he must not wait till the rider ahead or alongside has started, but must at once put his own horse into motion or increased action on hearing the command. The change of gait should be gradual but simultaneous, other-

wise different riders will lose their positions, and an even gait is not attained for some time.

At every preparatory command each rider should gather his horse, without any change in the gait, in preparation for the movement to be executed.

Unless otherwise instructed, the reins should be held in both hands, the two curb-reins and the left snaffle-rein in the left hand, and the right snaffle-rein in the right hand.

#### COMMANDS.

Commands are of two kinds: *the preparatory command*, which should clearly indicate the movement that is to be executed; *the command of execution*—as MARCH or HALT. The tone of command should be animated and distinct, and loud enough to be heard by every rider in the class. The preparatory command should always be given in time to be properly understood, and distinctly separate from the command of execution.

#### GUIDING.

In single file the leading rider is the guide and is responsible for the gait, which must be uniform and regular, whether walk, trot, or gallop.

When in line at the wall the outside flank rider is the guide and sets the pace.

When the class is in column of twos or more, the outside flank rider of each rank is the guide for such rank; and he of the first sets the pace, while the others hold their positions according to his.

On the circle, and with the riders at equal distances around the same, number one is the guide and sets the pace. To promote uniformity of positions, the leader of the second section (number seven, with twelve riders, or number nine, with sixteen) must hold his position on the circle directly opposite number one.

When in two sections at opposite sides of the ring, the leader of the first section sets the pace, and the other section

holds its position and regulates its gate accordingly. The same rule applies with more than two sections.

Special directions for guiding will be given, as required, for the different movements.

The class being in irregular line, or just forming in line, and commanded to DRESS right or left, each rider will move only so far to the side indicated in the command as to lightly touch boots with the rider on that side, and move forward or backward so as to be in line. There must be no pressing in that direction, and each rider must retain sufficient room for freedom of action.

#### DIRECTION.

While going around the ring at the wall all changes of direction are made toward the center of the ring: going around the ring with the right hand toward the center is going "*on the right hand*," and, with the left hand toward the center, "*on the left hand*."

#### MOUNTING.

The horses having been brought to any desired position in the ring, each rider standing on the left side of his horse, the instructor will command:

##### 1. *Prepare to mount*, 2. MOUNT.

At the first command each rider will (1) pass the curb-reins between the third and fourth fingers and second and third fingers of the left hand respectively, the right snaffle-rein between the first and second fingers and the left snaffle-rein through the hand, throwing all four reins over the horse's neck; (2) twist a lock of the mane around the thumb of the left hand. The reins must be drawn sufficiently to make the horse feel the bit.

At the command MOUNT, (1) each rider will put the left foot one third into the stirrup, grasp the saddle with the right hand, and, springing lightly from the right foot, lift himself straight up; (2) pass the right leg, extended, over the croup of the horse without touching, sit down gently



in the saddle ; let go the mane, put the right foot into the stirrup, and take the right snaffle-rein in the right hand.

While mounting, the horse should stand quietly, without being held by a groom. If he will not do so—when passing the reins through the fingers of the left hand just before mounting—draw the right snaffle-rein tightly, and so that the horse's head will be drawn around as much as may be necessary; this will prevent his moving forward, while the inclination to turn around to the right will be hindered by your position, both before and while mounting.

#### POSITION IN THE SADDLE.

Sit well down in the saddle, with the stirrups as long as possible without losing the hold or grip of the horse with the legs. Keep the legs close to the horse's sides, grasping the saddle firmly with the thighs and knees, while the legs below the knees should hang straight up and down. Sit erect, with chest thrown out and shoulders back, elbows close to your sides and hands low. The feet should be parallel with the horse's sides and the heels down ; the toes should never point outward, except when in the act of spurring the horse.

While the legs must always retain their position during any movements of the horse, the body should freely move back and forth to retain its perpendicular position.

The wrists should be flexible, and control of the reins should be restricted to movements of the hands and the fore-arms, the elbows being held immovably, but not stiffly, to the sides.

A concise and easily-remembered rule for the rider, in reference to the seat in the saddle, is contained in the following old verse :

“ Your head and your heart keep boldly up,  
Your hands and your heels keep down ;  
Your knees keep close to your horse's sides,  
Your elbows keep close to your own.”



## DISMOUNTING.

The class being in line, to dismount with the riders at intervals in two ranks, command:

1. *Even (or odd) numbers forward*, 2. MARCH.

3. *Attention*, 4. HALT.

At the second command the even (or odd) numbers ride forward, and at the fourth command halt. While moving forward they will guide by the right or leading flank and keep in line.

Having thus placed the riders in the desired position in the ring, command:

1. *Prepare to dismount*, 2. DISMOUNT.

At the first command each rider will draw the reins up into the left hand and grasp the mane of the horse in the same hand. At the second command he will rise in the left stirrup, pass the right leg over the croup of the horse, and, grasping the saddle with the right hand, let himself down gently to the ground.

Having dismounted, take hold of the reins behind the bit with the right hand.

## USE OF REINS AND LEGS.

The reins are intended to guide and halt the horse, and, in connection with the legs, to prepare him for the movements; their action should be gradual and in harmony with that of the legs. The hands should be steady and light, so as not to worry the horse and harden his mouth.

The legs serve to urge the horse forward, to support him, and to guide him in executing changes of direction and of gait. When lightly pressed, they steady him in his position; with decided pressure, they tend to move him forward. Pressure exerted with one leg only tends to move the horse sideways in the direction of the pressure, so that with the proper guiding by the reins and appropriate pressure of the legs, he can be made to go sideways at any desired an-

gle, or to turn on his fore or hind quarters in any direction.

To gather the horse, close both legs equally and draw the reins until the horse feels the bit and gives his head, when he will commence champing his bit. This serves to attract his attention and to bring his hind-quarters under him, preparing him for the movement, enabling the rider to control the execution of such movement, and preventing its being too abrupt or too slow.

Too much stress can not be put on the importance of using the legs in connection with the reins, in controlling and guiding the horse. The different positions and pressures of the legs, needed for different effects, should be so well studied and practiced as to become a matter of habit.

A horse, when fully collected, assumes what is known as "the artificial balance," and when kept so during a ride need not be further collected or prepared for any change in direction or gait. A horse that is highly trained and fully collected is in perfect sympathy with his rider, and responds instantly to any impulse, however slight, communicated by the reins or legs.

#### COUNTING.

The members of the class either receive their numbers in line before mounting, or, being mounted and in line, they should be ordered to count off by ones.

Further counting should not be necessary, as a slight mental exertion will tell each rider where he belongs, if ordered to form by twos, threes, fours, or more, and the rider is likely to forget his number if given several, counting off by twos, threes, and fours as well.

Remember that the odd numbers are all ones and the even numbers all twos.

#### WHIP AND SPURS.

The whip is an instrument of punishment that is hardly needed, when wearing spurs, in ordinary ring-riding.

The spurs are used to punish the horse when he refuses to obey the pressure of the legs. They must be used promptly and vigorously at the moment the horse commits the fault. They must not be used unless necessary.

#### TO WALK.

To start into a walk, the class being at a halt, the instructor will command:

##### 1. *Forward*, 2. MARCH.

At the first command collect the horse. At the second command lower the hands slightly and close both legs equally, increasing their pressure until the horse moves forward, when the hands can be gradually replaced and the pressure of the legs relaxed.

Keep the horse moving briskly and with his head well up and collected.

#### TO HALT.

To halt the class from a walk, trot, or gallop, the instructor will command:

##### 1. *Attention*, 2. HALT.

At the first command, prepare the horse without slackening the gait or losing position. At the command HALT, lean well back in the saddle, thus drawing the reins, let the movement be gradual until the horse obeys, holding both legs close, to keep him straight and prevent him from backing; then gradually relax the pressure of the legs and reins.

The halt should be executed in an equal distance by each rider, after hearing the command HALT. If the horse is properly collected, it should be done in a distance of about three feet. This is necessary, in order to preserve the proper distances in column or positions in line, which should never be lost.

#### TO REIN BACK.

The class being at a halt, to move backward the instructor will command:

---

1. *Backward*, 2. MARCH.

At the command MARCH, slowly close both legs equally and draw the reins until the horse steps backward, then replace the hands. Continue the movements of reins and legs until the instructor commands:

1. *Attention*, 2. HALT.

Should the horse while backing move his croup to either side, press with the leg on that side, and, if necessary, assist with the reins to keep him straight.

If the class is in line, be careful to preserve the same while backing, and guide by the right or leading flank.

## TROTTING.

To start into a trot from a halt, command:

1. *Forward*, 2. *Trot*, 3. MARCH.

At the command *Forward*, prepare the horse by gathering him, but without moving from position. At the command MARCH, lower the hands slightly and press both legs until the horse steps forward into the trot, when the hands can be replaced and the pressure of the legs relaxed. Start slowly and increase the gait gradually until as fast as desired.

The command *Trot* should be given in the same tone of voice as the first command, which it should follow quickly—although being distinct from it. If given in too loud a tone, it may be taken as the command of execution by some of the riders.

To start into a trot from a walk, command:

1. *Trot*, 2. MARCH.

Gather the horse at the first command and start slowly into the trot at the command MARCH.

## GALLOPING.

To start into a gallop from a walk, the instructor commands:

1. *Gallop*, 2. MARCH.

Gather the horse at the command *Gallop*, keeping his head turned slightly to the right, so that you can just see the gleam of his eye. At the command MARCH close both legs, the left with greater pressure and behind the girth; at the same moment draw the left rein and relax the right, which will have the effect of holding back the left shoulder, thus giving the right shoulder the necessary freedom to move in advance. When the horse obeys and moves forward in the gallop, keep his head inclined to the right.

Keep the hands light, that the gallop may be free and regular, and the legs close, to keep him at the gait and well collected. Start slowly and increase the gait gradually to the desired speed.

To start into the gallop from a halt, command :

1. *Forward*, 2. *Gallop*, 3. MARCH.

At the command MARCH the class will start directly into the gallop, as explained above.

To charge through the ring in line at a gallop, the class being drawn up in line at one end of the ring, the instructor will command :

1. *Forward*, 2. *Charge*, 3. MARCH.

At the command MARCH, start slowly into the gallop, gradually but quickly increasing the speed until, on approaching the other end of the ring, the instructor commands :

1. *Attention*, 2. HALT.

The line should be carefully preserved from the beginning to the end of the movement. Guide, according to instructions, to the center or either flank.

The gallop should only be started from a walk or a halt. Starting from a trot inclines to make the horse easily break into the gallop when pressed forward while at a trot.

The horse should always be made to gallop true. He gallops "true" when he gallops on the "right foot" in going on the right hand, or on the "left foot" in going on the left

hand ; he gallops "false" when the opposite is the case. He gallops on the "right foot" when the fore and hind right feet move in advance of the left fore and hind feet, and on the "left foot" when the left feet move in advance.

The horse is "disunited" when the fore and hind feet do not move in unison. When galloping on the right foot the horse's fore-quarters are inclined to the left, the left hind hoof-marks coming in line with the right fore hoof-marks ; when on the left foot, his position is inclined to the right. When the horse is "disunited," the rider will or should at once notice the irregular movements of the feet and body of the horse

To change a gallop from one foot to the other, hold the horse back for a moment and start on the other hand, in the manner explained for starting into the gallop. In changing direction while at a gallop in file, the change from one foot to the other should be executed at the same point by each rider in succession. The best place to do this is at the opposite wall, as the turn on to the other hand is made.

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## MOVEMENTS IN SINGLE FILE.

*Plate 1.*—The class having mounted in the ring, or entered the ring already mounted, and having passed to the wall in single file at any prescribed gait, the course around the ring is kept, and the corners are turned without command. The leader must be careful to keep up an even gait, while the rest preserve their distances, recovering them by degrees when lost. Just before reaching a corner, each rider must collect his horse to execute the turn correctly, in the manner explained further on, being careful to ride well into the corner and not turn on too large a circle.

The regular distance from the wall should be carefully maintained by each rider. If the horse is inclined to keep



too far off, press him over with the inside leg and drawing the outside rein if necessary.

#### THE QUARTER-CIRCLE.

*Plate 2a.*—This is executed in any one of the four corners of the ring. After the leader has turned one of the corners, the instructor will command :

1. *Quarter-Circle*, 2. MARCH.

At the command MARCH, the leader will leave the wall and ride on a circle of a diameter of about one half the width of the ring, the rest following in file.

#### THE LARGE CIRCLE.

*Plate 2b.*—This is executed at either end of the ring. After the leader has entered on one of the sides, the instructor will command :

1. *Large Circle*, 2. MARCH.

At the command MARCH, the column will leave the wall and ride on a circle of the diameter of the width of the ring.

#### THE HALF-SCHOOL.

*Plate 4.*—As the leader arrives at the middle of either of the long sides, command :

1. *Half-school*, 2. MARCH.

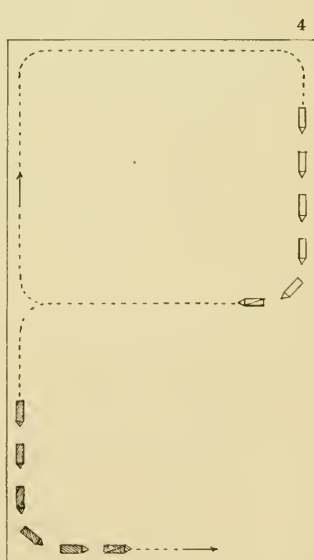
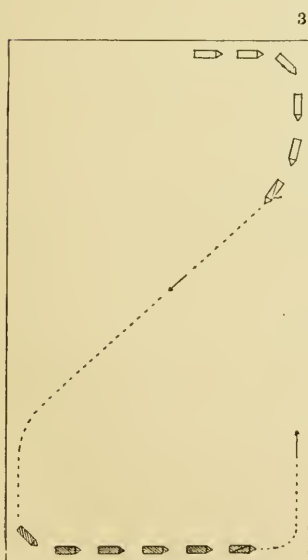
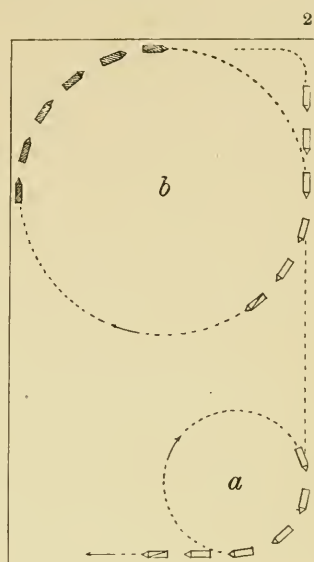
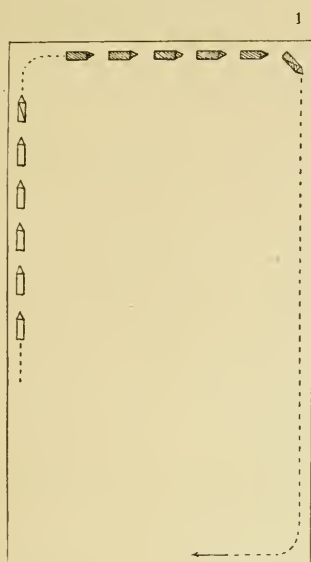
At the command MARCH, the column will make a right turn, and, going straight across the ring, on arriving at the other side, again make a right turn. Or command :

1. *Column right (or left)*, 2. MARCH ;

repeating the command as the column arrives at the opposite wall.

#### CHANGING HANDS OR DIRECTION.

This is done in a number of ways, as the following nine examples will show :





I. *Plate 3*.—After the column has just entered on one of the long sides, command:

1. *Change*, 2. MARCH;

when the column will leave the wall and cross the ring diagonally to the opposite side, and to a point one quarter from the other end of the ring.

II. *Plate 4*.—As the head of the column arrives at the middle of one of the long sides, command:

1. *Column right* (or *left*), 2. MARCH;

and, as the column arrives at the opposite wall,

1. *Column left* (or *right*), 2. MARCH;

or, in place of these, command:

1. *Half-school Change*, 2. MARCH;

when the column will right turn, and change direction at the opposite wall, without further command.

III. *Plate 5*.—This is executed in the same manner as *Plate 4*, but from the center of one of the short sides, through the middle of the ring. Use either the command:

1. *Column right* (or *left*), 2. MARCH;

or,

1. *Center*, 2. MARCH;

and as the column reaches the other end,

1. *Column left* (or *right*), 2. MARCH.

IV. *Plate 7*.—The class being on the large circle, command:

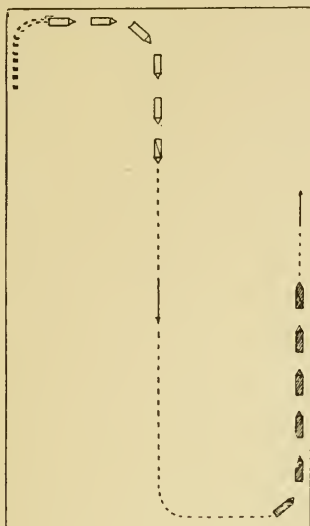
1. *On the circle Change*, 2. MARCH;

when the column makes a right turn, and, crossing to the other side of the circle, a left turn, keeping on the circle.

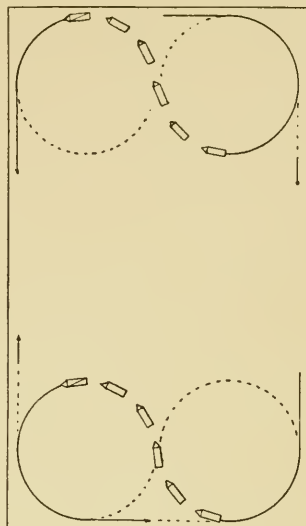
V. *Plate 8*.—The class executing a quarter-circle in one of the corners, and just approaching or leaving the short side, command:

1. *Change*, 2. MARCH;

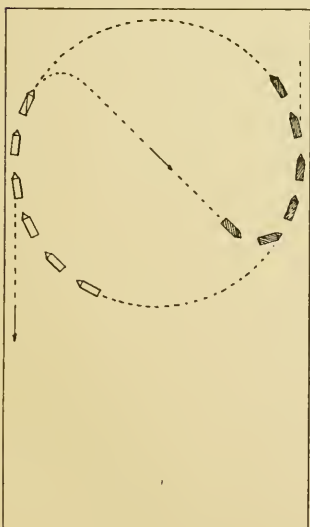
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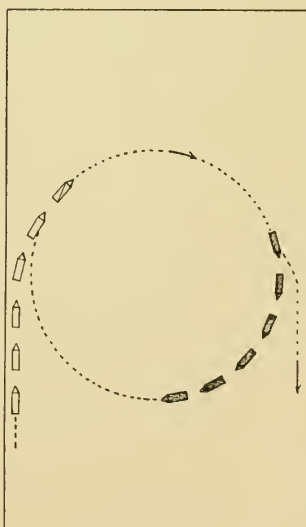
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when the column will lead on to the quarter-circle on the other side of the ring, as shown.

VI. *Plate 10.*—The last of the column having entered on one of the long sides, command :

1. *Right (or left) turn*, 2. MARCH.

At the command MARCH, each rider will execute a right turn, guiding by the lead, and cross the ring in line, guiding by the right flank. As the line arrives at the opposite side, command :

1. *Left (or right) turn*, 2. MARCH ;

when each rider will execute a left turn, and the class thus go to the wall in single file again.

VII. *Plate 11.*—As the last of the column enters on one of the long sides, command :

1. *Right (or left) oblique*, 2. MARCH ;

when each rider will execute a half-turn to the right, and, guiding by the lead, cross the ring diagonally to the other side. The line must be kept parallel with the long sides of the ring.

VIII. *Plate 16.*—Just before the head of the column is about to go on to one of the short sides, command :

1. *Right (or left) about, oblique*, 2. MARCH ;

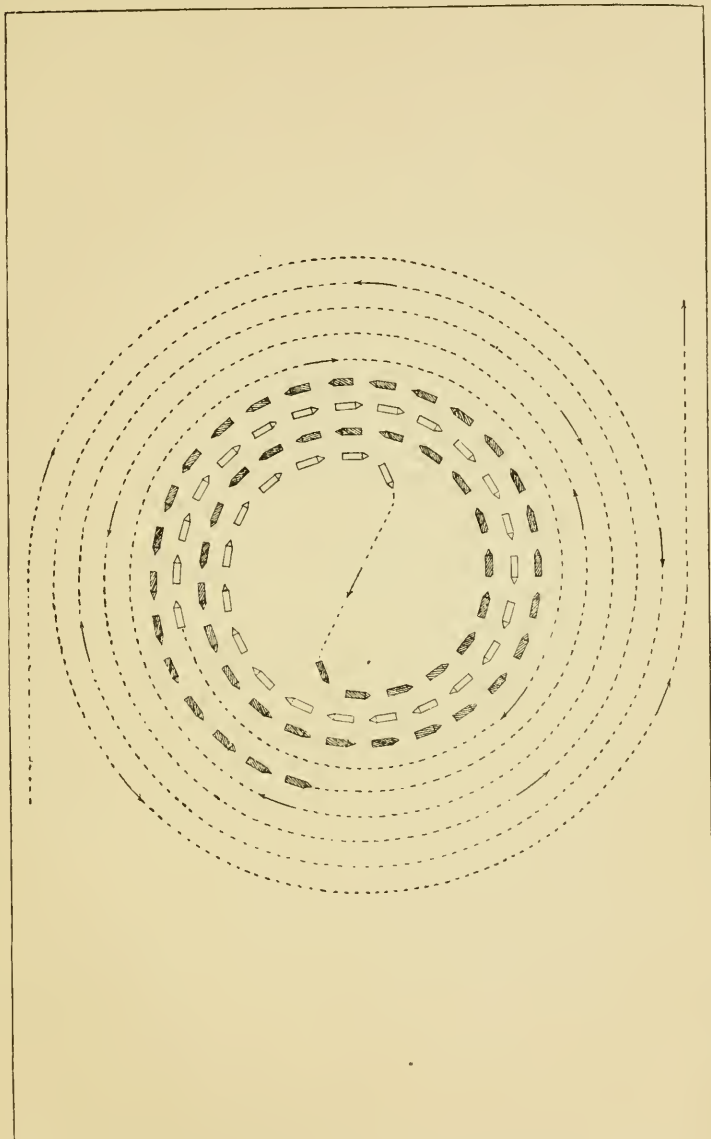
when each rider will turn on a small circle, and, going on the left oblique, cross to the other side. Before the line arrives too near the wall, command :

1. *Left (or right) turn*, 2. MARCH ;

when all will turn on a small circle to the left to the wall.

#### THE SPIRAL.

IX. *Plate 9.*—This movement is only adapted for a large class, and is useful as a movement between trotting evolutions, and is to be executed at a walk. On arriving at the half-school, the column will lead on to a large circle, and with every turn decrease the diameter until, the circle being



small enough, the column executes a right turn and then a left turn, and, passing in between the following riders, goes on the spiral on the other hand, as shown. Each rider must be careful to execute the turns at exactly the same spots as the preceding rider, and to preserve the distance.

#### THE CENTER CIRCLE.

*Plate 8.*—To bring the column on the center circle, as the head of the column reaches the half-school on either side, command :

1. *Center circle*, 2. MARCH.

The circle, which may be of any diameter, as directed by the instructor, is maintained until he gives the command :

1. *Lead to the wall*, 2. MARCH ;

when the column passes to the wall.

#### THE RIGHT OR LEFT TURN.

*Plate 10.*—When the last of the column has entered on one of the long sides, command :

1. *Right (or left) turn*, 2. MARCH. (*Guide right (or left)*).

At the command MARCH, each rider will turn on a circle with a radius of about six feet, and, guiding by the right flank, go straight across the ring in line ; while turning, guide by the lead. The riders should be careful to preserve their distances, keeping at an equal distance from the riders at each side, which distance must be the same as at the wall from rider to rider.

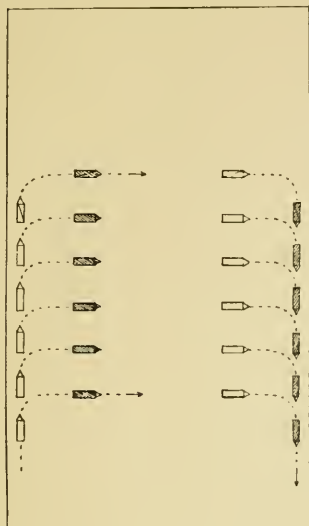
#### THE SMALL CIRCLE.

*Plate 14.*—The last of the column having entered on one of the long sides, or at any desired position around the ring, command :

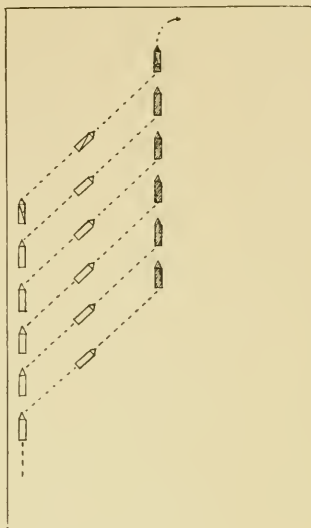
1. *Small circle*, 2. MARCH ;

when each rider will execute a complete circle, with a diameter of about twelve feet ; the first quarter of the circle

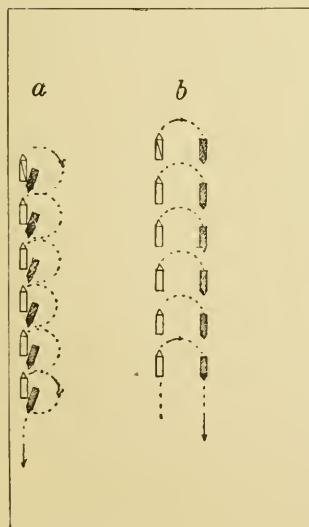
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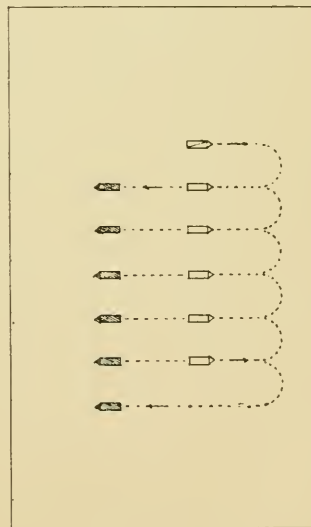
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guide by the lead, the next half by the other end of the column, and the last quarter by the lead again. Having executed the circle, the course around the ring is resumed.

#### THE RIGHT OR LEFT ABOUT.

*Plate 12a.*—The column being in any position around, or going through the ring, command :

1. *Right (or left) about*, 2. MARCH.

If at the wall, each rider will rein in his horse at the command MARCH, and, turning his horse on the center and on his hind-feet, go again to the wall, and resume the gait on the other hand. In executing this movement the riders should all do it in the same manner, and not lose their distances; if distance has been lost, recover the same gradually.

*Plates 12b and 13.*—Going through the ring, the “about” will be executed by turning a half-circle of about twelve feet diameter. Guide by the flank in sight while turning.

#### THE SMALL CIRCLE IN THE RING.

*Plate 15.*—The class passing through the ring in single file, or crossing the ring in line with intervals, command :

1. *Right (or left) circle*, 2. MARCH;

when each rider will execute a small circle in the direction indicated by the command, guiding, as explained in circling at the wall, toward the flank in sight at each quarter-turn.

*Plate 17.*—The class crossing the ring in right oblique, on reaching the center of the ring, command :

1. *Left (or right) circle, left (or right) oblique*, 2. MARCH;
- when each rider will execute a small circle to the left, and go forward on the left oblique to the opposite wall.

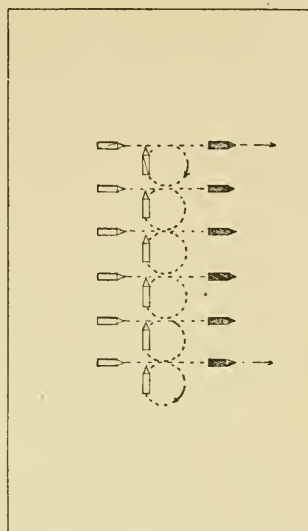
To execute the circle in the opposite direction, as the line reaches the center of the ring, command :

1. *Right (or left) circle, left (or right) oblique*, 2. MARCH.

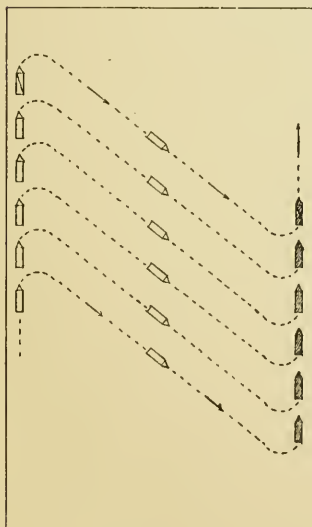
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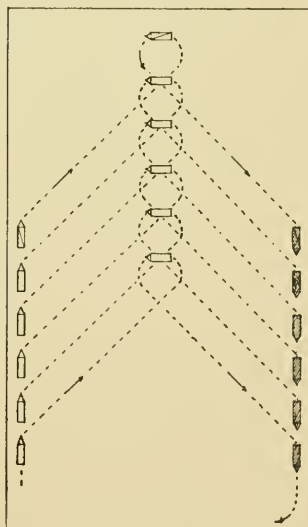
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17





## TO PASS FROM HEAD TO REAR OF COLUMN.

The class being in single file, each rider to pass singly from front to rear of column, command :

1. *First file retire.* 2. MARCH.

At the command MARCH, the leading rider leaves the column by a right-about, moves parallel with the column, and enters it again at the other end by another right-about.

The command is repeated for each rider, until all have executed the movement; or command, *number one, number two, etc.*, in place of first file.

The riders to pass continuously to the rear, until all have passed, command :

1. *In file retire,* 2. MARCH ;

when each rider will turn in succession without further command, on reaching the spot the leading rider started the movement from, and pass to the rear.

## TO PASS FROM REAR TO FRONT OF COLUMN.

The class being in single file, each rider to pass singly from rear to front of column, command :

1. *Last file from rear to front,* 2. MARCH.

At the command MARCH, the last rider leaves the column by an *oblique*, increases his gait, moves parallel to the column, enters on the lead by another *oblique*, and resumes the regular gait. The command is repeated for each rider, or command by numbers, until all have passed.

The riders to pass continuously, command :

1. *In file from rear to front,* 2. MARCH ;

when each rider will execute the movement in succession, without further command, until all have passed.

## EVEN AND ODD NUMBERS TO PASS ALTERNATELY AHEAD.

The class being in single file at the wall, command :

1. *Even numbers forward,* 2. MARCH.

At the command MARCH, each even number will leave the column by an *oblique*, and, increasing his gait, pass the rider ahead, entering the column again by an *oblique*. Then command:

1. *Odd numbers forward*, 2. MARCH;

when the odd numbers will execute the same movement, and thus resume their original positions in the column.

ODD AND EVEN NUMBERS TO FALL ALTERNATELY BEHIND  
BY CIRCLING.

The class being in single file at the wall, command:

1. *Odd numbers circle*, 2. MARCH.

At the command MARCH, each odd number will execute a small circle. The circle being turned while the even numbers are passing forward to the positions vacated by the odd numbers, this will bring the odd numbers behind those even numbers that were just behind them before they circled. Then command:

1. *Even numbers circle*, 2. MARCH;

when the even numbers will execute the same movement, and thus resume their original positions in the column. (See Plate 115 c.)

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TO FORM IN COLUMN OF TWOS, THREES, ETC.

The class being in single file at the wall, command:

1. *Form twos*, 2. MARCH.

There are two ways of forming into column of *twos*, *threes*, *fours*, etc., from single file or more.

FORMING UP IN SUCCESSION.

. *Plate 18.*—To form twos in this manner, at the command MARCH, the lead will slacken the gait, while the rest

increase theirs; number two in column leaves the wall by an *oblique*, and forms up to number one. When the first two are almost formed, number four goes forward and forms beside number three; then the next two in succession, until all have formed, when the regular gait will be resumed.

#### FORMING SIMULTANEOUSLY.

*Plate 22.*—To form twos in this manner, at the command MARCH, the lead slackens the gait, while the rest increase theirs; every number two or even number leaves the wall at the same moment, and forms beside the number one or odd number ahead. The regular gait will be resumed when the proper distances have been regained.

These two ways hold good for all formations at the wall. When in single file or in column of twos, to form in increased numbers, it is best to form up in succession, and not simultaneously, on account of the great distance to be covered by the last riders; in the latter way the distances are not recovered quickly, nor are they kept uniform while forming.

Forming in increased numbers from column of fours or more the movement can be simultaneous, as the distance between the ranks becomes larger the more there are in each rank; the ranks forming up need gain but little ground, and the lead slacken the gait but for a moment.

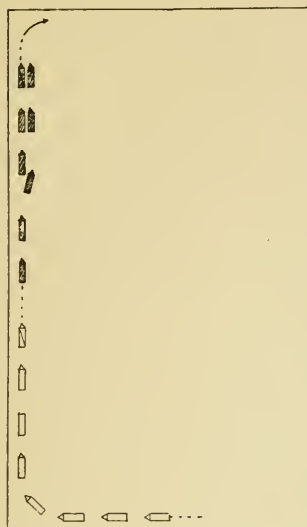
#### TO FORM COLUMN OF THREES FROM COLUMN OF TWOS.

*Plate 25.*—The class being in column of twos at the wall, command:

##### 1. *Form threes*, 2. MARCH.

At the command MARCH, the lead slackens the gait, the outside flank rider of the second two forms up to the leading two on the inside, the inside rider meanwhile going to the wall; the third two then form up to him. The fourth, fifth, and sixth twos execute the movement in the same manner.

18



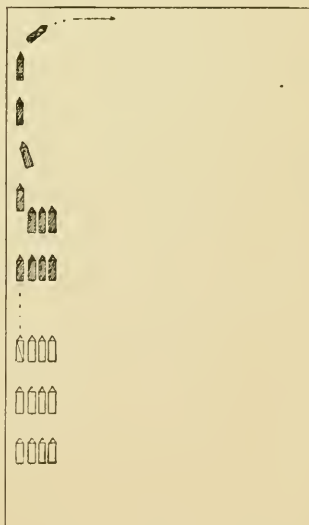
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## TO FORM THREES.

*Plate 24.*—The class being in single file at the wall, command:

1. *Form threes*, 2. MARCH.

This is executed in the same manner as explained for forming column of twos.

## TO FORM FOURS.

*Plate 20.*—The class being in single file; or,

*Plate 38.*—In column of twos, command:

1. *Form fours*, 2. MARCH.

From single file, numbers two, three, and four of each four will leave the column by an *oblique*, each at an increased angle to the one preceding, and form up to number one on the inside. The riders will be careful to consider the preceding and following riders, and keep an equal distance from each while forming.

From column of twos, the twos forming up will leave the wall by an *oblique*, as shown.

## TO FORM SIXES.

The class being at the wall in single file, or in column of twos or threes, command:

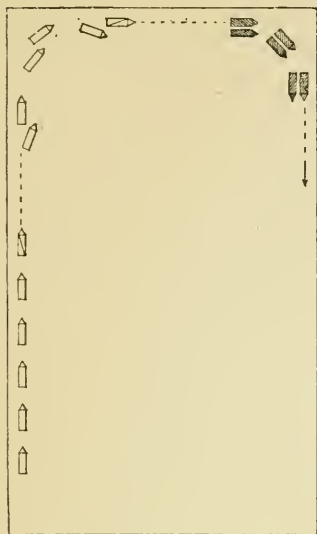
1. *Form sixes*, 2. MARCH.

This is executed on the same principle as explained for the other formations.

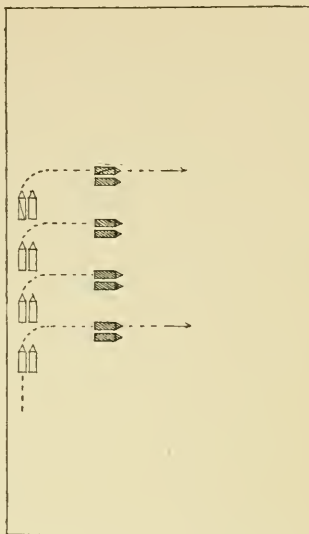
## DISTANCES.

In single file, or in column of twos, the distances between the horses from head to croup should be about three feet. In column of threes, fours, sixes, or eights, the distances must be greater, and sufficient to allow the execution of a right or left turn into line without the ranks interfering with each other. Distance should always be carefully preserved, and gradually recovered if lost.

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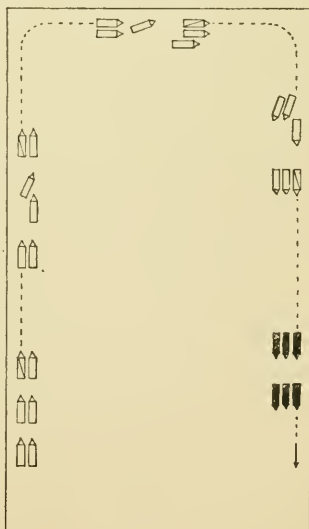
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2E



## TO FORM LINE.

*Plate 30.*—The class being in single file, or in column of any number, command :

1. *Form line*, 2. MARCH.

When in single file at the wall, the proper moment to give the command of execution is when one half of the riders have passed on to one of the ends of the ring, as at this moment the distances to be covered by each rider before line is formed are all about the same, making it a very graceful movement, and not requiring the lead to slacken the gait much.

At the command MARCH, each rider must ride forward, turning on a smaller or larger circle, as shown, in concentrating lines.

*Plate 31.*—If the movement is executed at any other position around the ring, and especially after one half or more of the riders have passed on to one of the long sides, the lead must slacken the gait considerably, as the last riders have a very much greater distance to cover before forming in line. The distances while forming are very irregular, and the movement also.

*Plate 32.*—If there are not too many riders in file, a pretty movement is to form line by and while going on the large circle. When the head of the column has passed on to one of the long sides, command :

1. *Large circle*, 2. *Form line*, 3. MARCH.

The formation into line will be executed by each rider riding on a decreasing circle, forming up gradually and preserving an equal distance between the preceding and following riders. The leader of the column keeps up the regular gait until the formation is complete, when he must increase it, as required for circling in line.

*Plates 34, 36.*—Forming line from column of twos, the same rule applies as from single file, though not with so much force, unless the column be as long. When in column

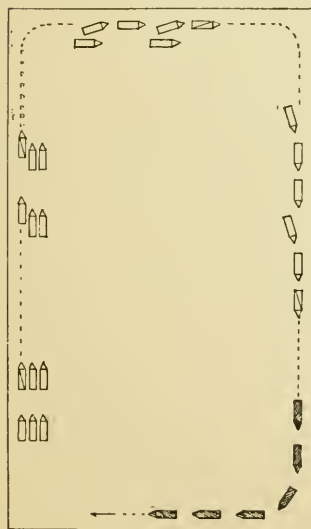
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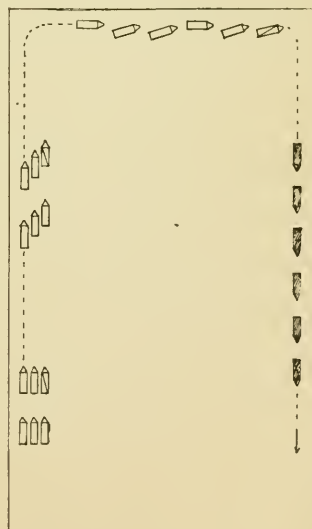
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of fours or sixes (or more), the proper moment to give the command of execution is as the first rank is about to turn a corner, when the line will at once be formed by the right turn of each rank.

*Plates 35, 37.*—If the command be given at any other position around the ring, the first rank will slacken gait, while the succeeding ones will *right oblique* as much as necessary, and, at an increased gait, gradually form up into line.

In forming line from single file, it is often desirable to do so by first forming into column of twos, then fours, and then into line, especially in riding tandem figures.

In forming up into line each rider must do so gradually, and should always preserve an equal distance between the rider ahead and the one behind him, so that the movement be symmetrical. He must not endeavor to see how quickly he can get into line, but must have due consideration for his neighbor on either side of him, from the start to the end of the movement.

This rule applies to all formations and movements, and to each single rider, or each rank of twos, threes, or more, each rank being considered as a single rider.

#### TO BREAK OFF.

Forming up is always executed on the inside, while breaking off is done from either the outside or the inside flank, as may be desired. As in forming up, the better way to break off is in succession, and not simultaneously.

*Plates 19, 26.*—The class being at the wall in column of twos, to break off in single file from the outside flank, command :

##### 1. *Single file from the left (or right),* 2. MARCH.

At the command MARCH, the first rider at the wall will increase his gait and move ahead, while the inside rider will *oblique* to the wall as soon as disengaged; then the next two, and each succeeding two in succession, will do the same.

As soon as all are in file, the lead will resume the regular gait.

*Plate 27.*—To break off from the inside flank, command :

1. *Single file from the right (or left)*, 2. MARCH.

At the command MARCH, the inside rider of the first two increases his gait and goes to the wall ahead of the outside rider; then the inside rider of the second two does the same, and of each succeeding two, as the two ahead make room. When all are in file the regular gait is resumed.

Breaking off in single file from column of threes, fours, or more, is executed from either flank in the same manner, as explained from column of twos. (Plates 21, 28, 29.)

*Plate 39.*—The class being at the wall in column of fours, to break off from the outside flank into column of twos, command :

1. *Twos from the left (or right)*, 2. MARCH.

At the command MARCH, the leading two at the wall move forward at an increased gait, and the inside two *left oblique* to the wall as soon as disengaged; while they are doing so the next two at the wall move forward, and allow the inside two to *oblique* to the wall; and so with each four until the movement is finished, when the regular gait will be resumed.

To break off from the inside flank, command :

1. *Twos from the right (or left)*, 2. MARCH.

At the command MARCH, the inside two of the first four move forward at an increased gait, in an oblique line to the wall, ahead of the outside two; the following fours execute the movement in succession in the same manner.

The class being in column of sixes, to break off by threes from the outside flank, command :

1. *Threes from the left (or right)*, 2. MARCH.

To break off from the inside flank, command :

1. *Threes from the right (or left)*, 2. MARCH.

Both of these movements are executed as explained for breaking off by twos.

The breaking off in column of twos from column of sixes or eights, or column of fours from column of eights, is commanded and executed on the same principle.

#### COLUMN OF TWOS FROM COLUMN OF THREES.

The class being in column of threes, with number one at the wall, to form by twos, command :

1. *Twos from the left (or right)*, 2. MARCH.

At the command MARCH, the outside two of the first three move forward, while the inside rider *obliqués* to the wall as soon as disengaged ; then the outside flank rider of the second threes moves forward and forms up to him, the inside two going to the wall. The third and fourth threes execute the movement in the same manner.

When in column of threes, with number one on the inside flank, to form by twos, command :

1. *Twos from the right (or left)*, 2. MARCH.

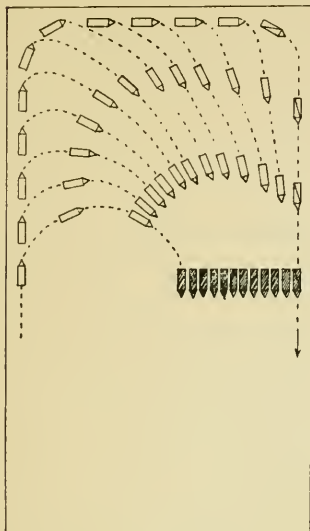
At the command MARCH, the inside two of the first three move forward and *oblique* to the wall, the outside rider leaving the wall as soon as disengaged, and taking his position behind number one ; then the inside rider of the second three moves forward to the wall, and takes his position beside him. The third and fourth threes execute the movement in the same manner.

*Plate 33.*—The class being in line at the wall, to break off in single file to the opposite wall, on wheeling on to one of the long sides, command :

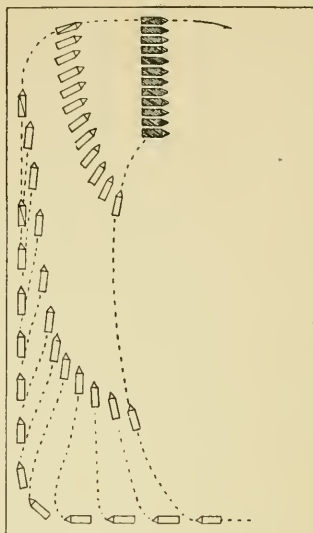
1. *Single file right (or left) turn, in fan-shape*,
2. MARCH.

At the command MARCH, the rider on the inside flank makes a short turn to the right, the next rider not so short a turn, and each succeeding rider taking a larger circle, and gradually falling behind the preceding rider, so that, by the time the last rider reaches the wall, each will have attained his proper distance. Each rider must be careful not to fall back

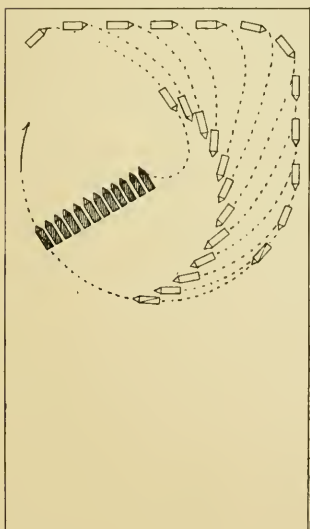
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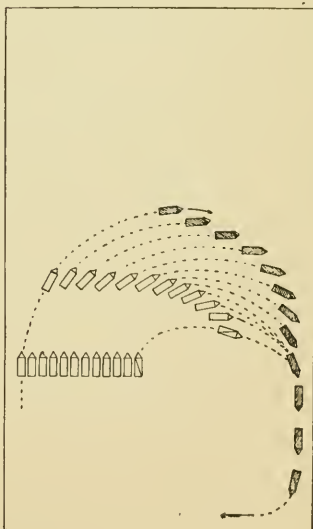
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too quickly, and to preserve an equal distance between the preceding and the following riders.

To execute the same movement by twos, command :

1. *Twos right (or left) turn, in fan-shape*, 2. MARCH.

This is executed in the same manner as in single file, each two being careful to remain together and act as one.

#### MOVEMENTS IN COLUMN OF TWOS.

In column of twos, movements in column are executed in the same manner and with the same commands as in single file.

The *small circle*, *Right (or left) about*, *Right (or left) turn*, and *Right (or left) oblique*, are executed in the same manner as in single file, the preparatory commands, however, designating the movement by twos ; as,

*Plate 23.*—The class being in column of twos at the wall, each two to execute a right turn, when the whole column is on one of the sides, command :

1. *Twos right (or left) turn*, 2. MARCH.

At the command MARCH, each two will execute a right turn, and, guiding by the right flank, the class will cross the ring in line, each two keeping together.

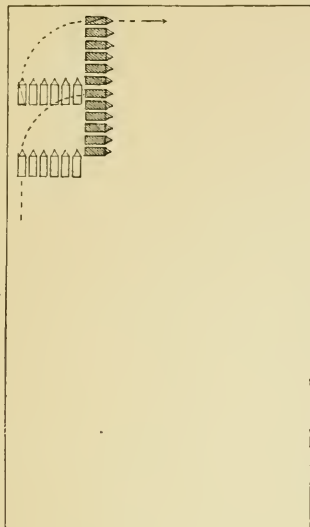
The turns or circles by twos are executed with the outside flank riding on a circle no larger than in single file ; this requires the rider on the inside flank to rein in his horse on hearing the command of execution, and to turn on a very small circle or pirouette. Particular attention should be paid to this point by the inside rider, in order that the outside rider can turn or circle properly.

#### MOVEMENTS IN COLUMN OF FOURS.

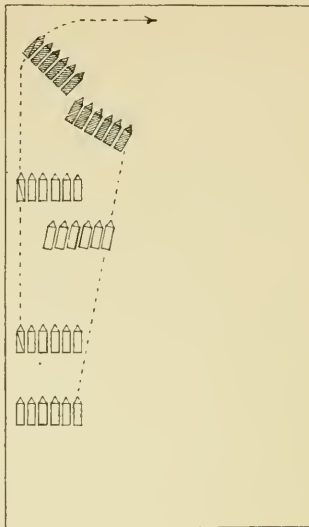
In column of fours, movements in column are executed with the same commands as in single file.

The change of direction in column, diagonally across the ring, can be executed in two ways, as follows :

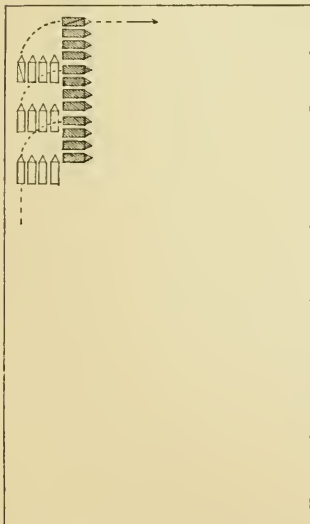
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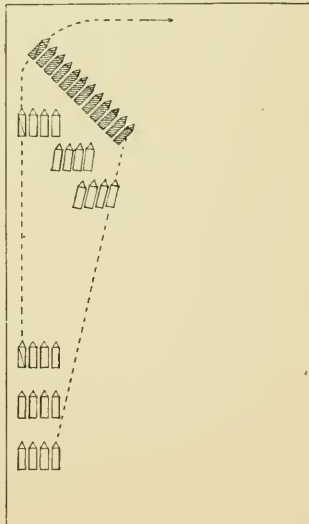
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*Plate 51.*—Each rank keeping in a straight line across the direction of the column, on command :

1. *Change*, 2. MARCH.

*Plate 50.*—Each rank assuming the *oblique* form while crossing, on command :

1. *Change, right (or left) oblique*, 2. MARCH ;
- when the change will be executed as shown.

#### THE RIGHT TURN.

The class being at the wall in column of fours, to cross the ring in line, when all are on one of the sides, command :

1. *Fours, right (or left) turn*, 2. MARCH.

At the command MARCH, the rider on the pivot, or inside flank of each four, reins in his horse, turning him on his fore-quarters; the rider on the outside flank increases his gait, and all turn on a circle to the right. As soon as the turn is completed, and all are in line, the regular gait must be resumed; it would be well for the riders on the outside flank to make an imperceptible halt at this point, to enable the pivot-riders to resume the gait easily. While crossing the ring each four will keep together, and all guide toward the right flank.

If no command is given as the line approaches the other side, each four will turn again in the same direction as before; this will bring the last four on the lead. This rule is general.

#### THE ABOUT.

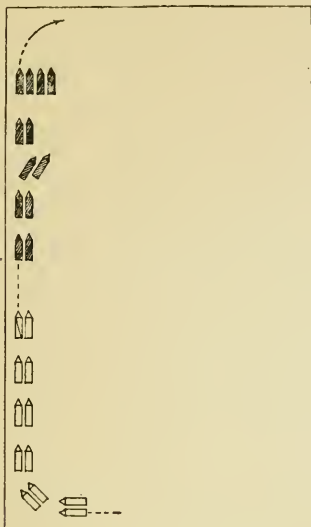
*Plates 40, 41.*—To right or left about by fours, command :

1. *Fours right (or left) about*, 2. MARCH.

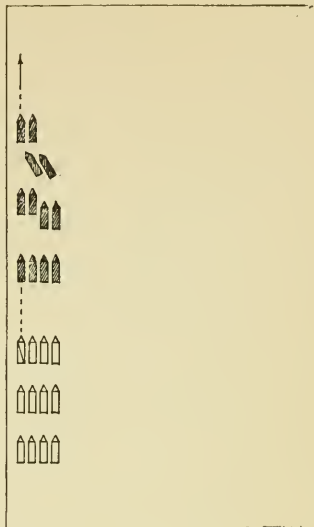
At the wall, at the command MARCH, each four will turn on a fixed pivot until facing the other way, when they will *oblique* to the wall, and go forward in the new direction.

To execute the about while crossing the ring in line or in column, each four will turn on a fixed pivot and move forward in the opposite direction in the same formation.

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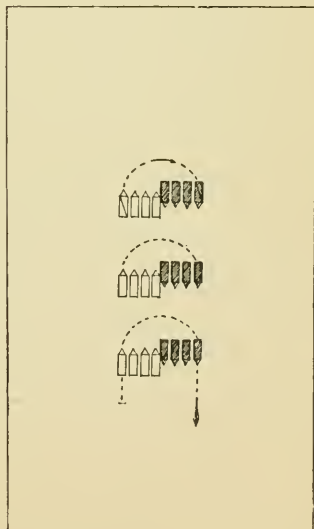
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## THE SMALL CIRCLE.

*Plate 42.*—The class being at the wall in column of fours, command :

1. *Fours circle*, 2. MARCH ;

when each four will execute a complete circle on a fixed pivot, and move forward again at the regular gait. The circle is executed on the same principle as explained for the turn or one quarter of a circle.

If going through the ring in line or in column, command :

1. *Fours right (or left) circle*, 2. MARCH ;

when each four will execute a complete circle on a fixed pivot in the direction indicated in the command, moving forward again in the original formation on execution of the circle.

## THE OBLIQUE.

*Plate 43.*—The rear of the column having entered on one of the long sides, command :

1. *Fours right (or left) oblique*, 2. MARCH.

At the command MARCH, each rider will execute a half-turn to the right, so that the horse's head will be opposite the lower part of the neck of the horse to the right, and move forward in the new direction. Each four preserve their parallel position, the line of each four being parallel with the ends, while the column is parallel with the sides of the ring. The guide is by the right, and the guide of the first four is the guide for the column.

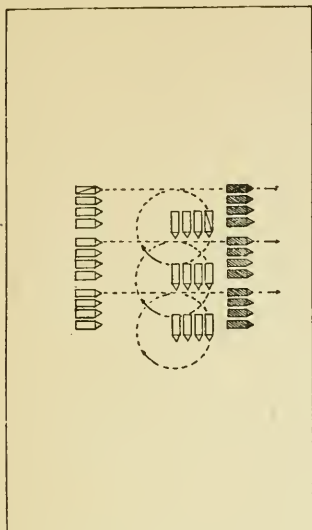
The straight line is again resumed, without command, on arriving at the opposite wall or before, by the command :

1. *Forward*, 2. MARCH ;

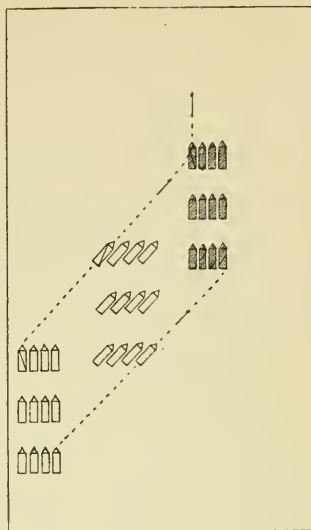
when each rider will execute a half-turn to the left and move forward in the original direction and formation, guiding again as before executing the *oblique*.

*Plates 44, 45.*—The class being at the wall in column of fours, each four to cross the ring in single file, command :

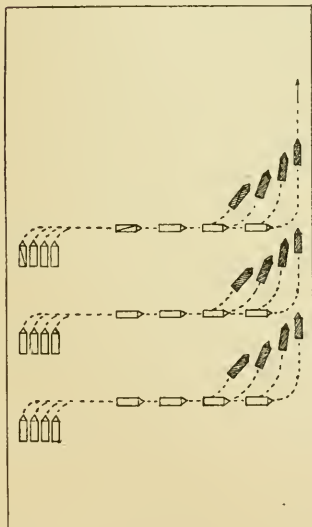
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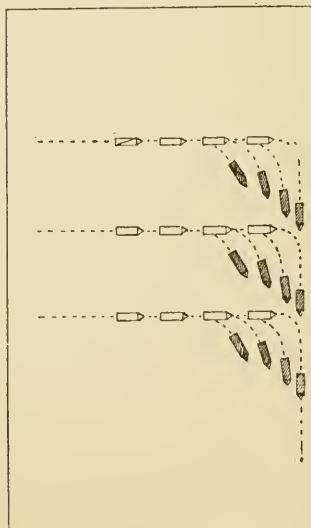
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45



1. *Single file right (or left) turn*, 2. MARCH.

At the command MARCH, the inside flank riders of each four will turn (on a small circle) to the right, increase their gait, and cross the ring in line with each other, guiding by the right; the others follow directly behind them in succession, crossing the ring in columns, as shown. On approaching the opposite wall, command :

1. *Right (or left) form fours*, 2. MARCH.

At the command MARCH, the leading rider of each four will turn at the wall in the direction indicated, decreasing his gait until the rest have formed up to him, as shown, when the regular gait will be resumed.

TO REVERSE THE POSITION OF EACH RIDER AS TO THE FLANKS.

The class being at the wall in column of fours, command :

1. *In file retire*, 2. MARCH.

At the command MARCH, the inside flank rider of the first four will turn on a small circle, and, passing to the rear of the column, again turn, and take his position at the wall behind the last four, at the proper distance. The others follow in single file, and, while turning again at the rear, form up by fours. As the second four reach the point at which the first four started the movement, they execute it in the same manner; then the following fours in succession, until all have passed. (See Plates 85, 124.)

If only one rank is to retire at a time, then command :

*First four in file retire*, etc.

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## WHEELING AND CIRCLING.

## TURNING A CORNER.

*Plates 46, 47, 48.*—The class being in line or in column of fours, or more, at the wall, on approaching a corner, and when at a distance equal to the width of the column, the outside flank commences to turn, without command, and increases its speed, while the rider on the pivot reins in his horse and turns him on his fore-quarters until, the turn being executed, the regular gait is resumed. The riders regulate their gait while turning according to their position in line, each rider being careful to turn on a circle of a radius required by his distance from the pivot, each one toward the outside flank riding on a circle of a larger diameter than his neighbor toward the pivot.

If the turn is started too late, with the outside flank too far into the corner, the riders on that flank will be wedged in against the wall, causing discomfort, and making a bad appearance and execution.

*Plate 46 b.*—When the class is in two or more ranks, while the first rank is turning the corner the second rank will apparently gain on the first, the pivot flanks of each coming close together; the first will, however, regain its position while the second is turning.

In riding on a circle, each rider will hold his horse on the same in the following manner: the horse being collected, draw the right rein, more or less according to the size of the circle, to hold the horse's head in the direction of the circle, the left rein resting against the horse's neck; keep the right leg straight down, controlling the fore-quarters and preventing the horse from turning too much; the left leg hold behind the girth, controlling the hind-quarters and keeping the same on the line of the circle.

## TO CIRCLE AT ANY POINT.

The class being in line at the wall, command :

1. *Circle*, 2. MARCH ;

or, if passing through the ring, command :

1. *Right* (or *left*) *circle*, 2. MARCH ;

the circle in either case being executed on a fixed pivot, in the same manner as in turning a corner. Guide by the outside flank ; feel lightly the leg on either side, but resist pressure from the pivot. The outside flank rider watches the line and gradually increases or decreases his circle, as he sees crowding or opening in the same. The riders, while guiding by the outside flank, glance from time to time toward the pivot, and, if too close or open, correct their positions by increasing or decreasing their circles, and not by moving sideways.

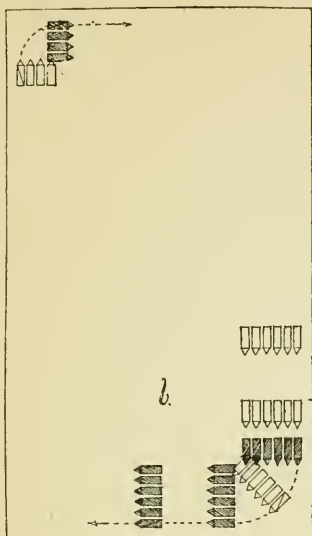
## TO CIRCLE ON A MOVABLE PIVOT.

*Plate 47b.*—As in executing the large circle, the outside riders will increase their gait, while those toward the pivot will decrease theirs. The rider on the pivot flank keeps his horse moving, and rides on a smaller or larger circle, as may be required.

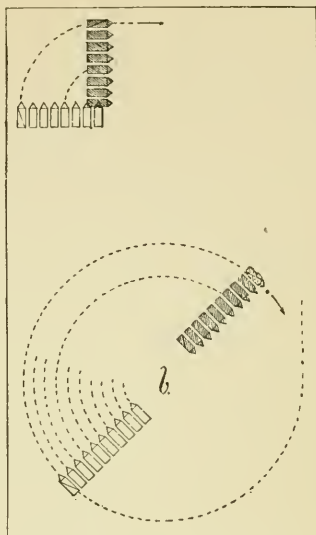
In circling and turning, while keeping in a straight line, the inside riders should favor those toward the outside flank, as these can not so easily recover their positions, if lost, as the inside riders can hold back.

*Plate 49.*—When the width of a column or line is more than one half the width of the ring, or when wheeling in line to halt in the center of the ring at one end, in both cases the pivot being at some distance from the pivot flank, the turning requires different execution from the ordinary wheeling. As the line approaches the end of the ring, the riders gradually assume an *oblique* position in line, as shown, bringing the outside flank farther into the corner, and enabling those on the pivot flank to keep in position with as

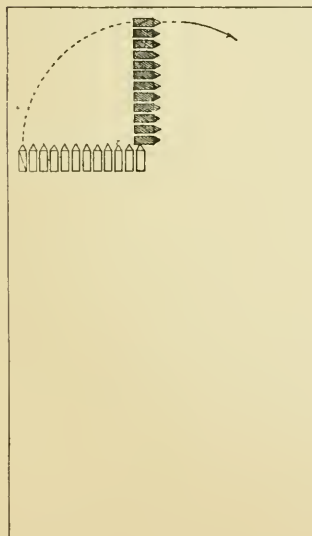
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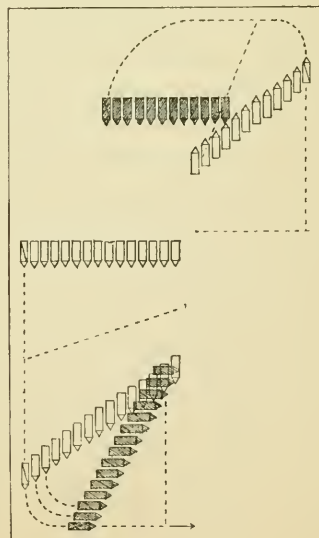
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little side movement or backing as possible. The riders toward the outside flank then turn on very small circles, those toward the pivot press the croups of their horses well toward the outside flank, with the inside leg behind the girth. They must not draw their horses' heads toward the outside flank, or there will be crowding; the horses' heads should be held straight or in the direction of the turning, to keep the forequarters clear and to assist the pressure of the legs.

The moment that the corner has been turned (being on the left hand), the formation of the line has changed from a *right oblique* to a *left oblique* position, which becomes a straight line at the middle of the end wall, the other corner being turned in the same manner.

The wheel into position at the end of the ring is executed on the same principle, as shown.

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### STARTING AND FINISHING MOVEMENTS.

TO FORM IN LINE ACROSS THE RING FROM THE RIGHT FLANK.

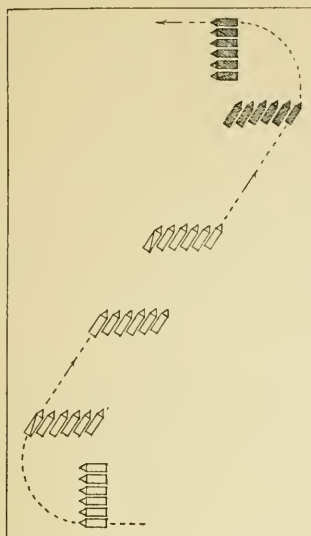
*Plate 52.*—The class being at the wall in single file, command :

1. *On right (or left) into line*, 2. MARCH.
3. *In line*, 4. HALT.
5. *Right (or left)*, 6. DRESS.

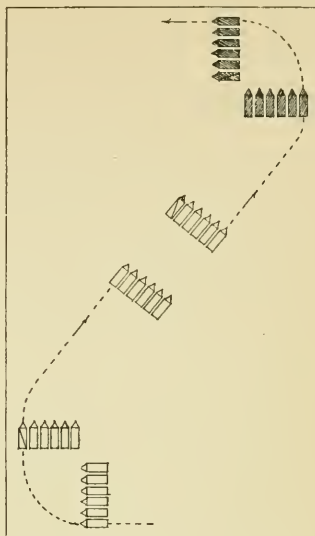
At the command MARCH, the leading rider executes a right turn and moves forward; when the next rider reaches a point about three feet farther on than where the first turned he does the same, and so each rider in succession turning farther on. At the command HALT, the leader halts, and each following rider halts and dresses to the right successively upon arriving in line.

If no command to halt is given, the lead will continue to move slowly forward, while the rest will increase their

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gait and form up as explained. When all are in line, the regular gait will be resumed.

This movement is executed from column of twos or fours in the same manner.

TO FORM IN LINE FROM THE OPPOSITE FLANK TO THE PRECEDING.

*Plate 53.*—Command:

1. *Right (or left) turn into line,* 2. MARCH.
3. *In line,* 4. HALT.
5. *Left (or right),* 6. DRESS.

At the command MARCH, given at the proper place to form from the left flank, as shown, the leader makes a right turn and moves forward; the next rider turns on reaching a point about three feet from that at which the preceding rider turned, and so each rider in succession. At the command HALT, the leader halts, and each rider does the same and dresses to the left upon arriving in line.

If no command to HALT is given, the lead will continue to move slowly forward until all have formed into line, when the regular gait will be resumed.

This movement is executed from column of twos or more in the same manner, each rank acting as explained for the single rider.

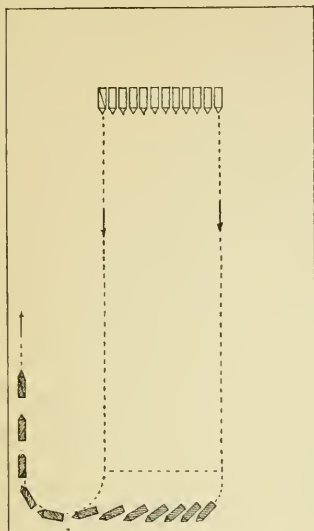
TO BREAK OFF IN SINGLE FILE.

*Plate 54.*—The class being in line and approaching the end of the ring, command:

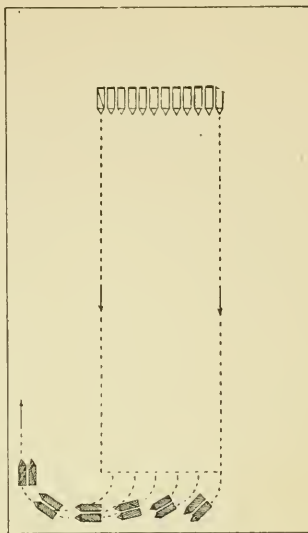
1. *Single file right (or left),* 2. MARCH.

At the command MARCH, the leader turns on a small circle to the right, the rest turning at the same time and going to the end wall, each rider falling in behind the preceding rider in succession, being careful to keep his horse collected and moving, so that he will not lose his position at the moment that he must increase his gait. If the class be at a walk,

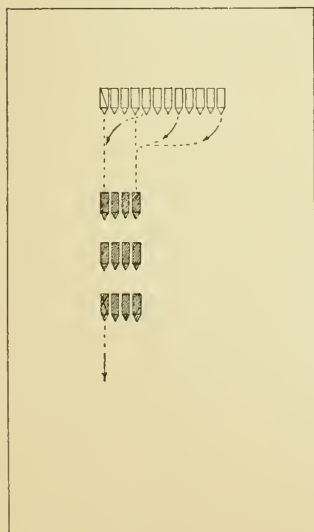
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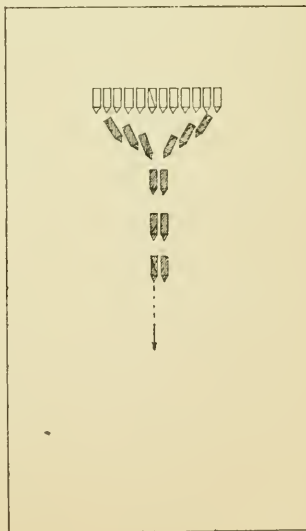
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the movement can be facilitated by starting the *trot* or *gallop* as the turn commences.

#### TO BREAK OFF BY TWOS.

*Plate 55.*—Command :

1. *Twos right (or left)*, 2. MARCH.

This is executed in the same manner as explained for the single file.

While passing through the ring in line, the guide being by the right or left, there must be no pressing in the direction of the guide, but each rider must go straight forward.

*Plate 56.*—To start into column of fours from in line, command :

1. *Fours forward, Fours right (or left)*, 2. MARCH.

At the command MARCH, the four on the right flank will move forward ; the other fours wheel to the right. The second four, when its wheel is nearly completed, turns to the left and follows the first four ; the other fours having turned to the right, move forward and turn to the left at the same point as the second four.

This is executed by twos or threes in the same manner as above.

*Plate 57.*—Being in line, to form in column of twos from the center of the line, command :

1. *Twos from center*, 2. MARCH.

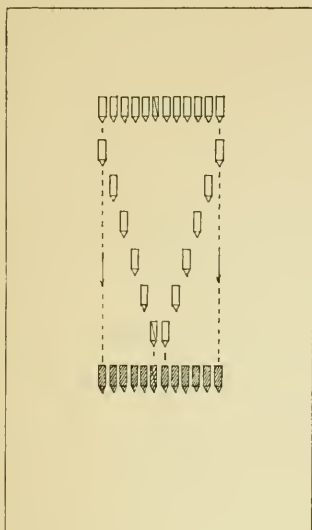
At the command MARCH, the two riders in the center of the line move forward, while the rest will *right* and *left oblique* as soon as disengaged, and in succession form by twos from the right and left behind the preceding riders.

*Plate 58.*—The class being at one end of the ring, to assume the pyramid form from the center of the line, command .

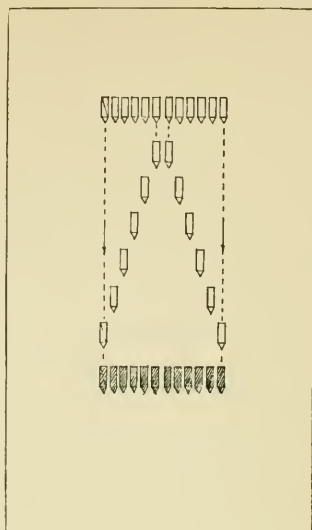
1. *Twos from center, in succession forward*, 2. MARCH.

At the command MARCH, the two in the center move straight

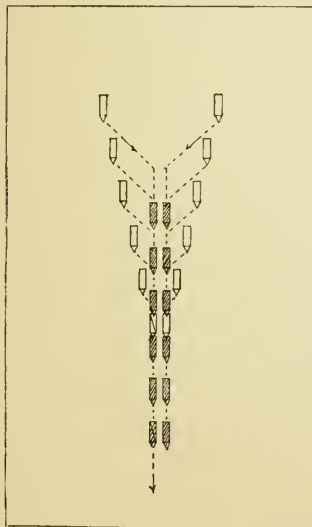
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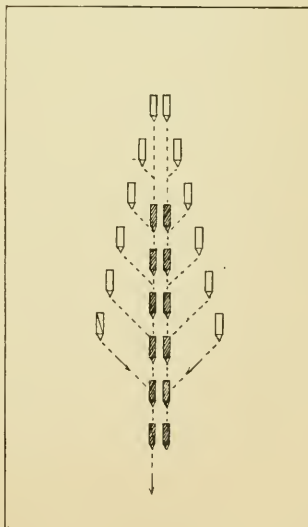
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forward ; the rest move straight forward in succession, by twos from the right and left, as the preceding horses' croups reach the heads of the next horses. When all are moving, to halt in line, command :

1. *In line*, 2. HALT.

To halt in the pyramid form, command :

1. *Attention*, 2. HALT.

*Plate 59.*—To form in the pyramid form from the flanks, command ;

1. *In file from each flank, In succession forward*,
2. MARCH.

At the command MARCH, the two flank riders will move straight forward ; the rest move straight forward in succession, by twos from the right and left, in the same manner as explained from the center. When all are moving, to halt in line, command :

1. *In line*, 2. HALT.

To halt in the pyramid form, command :

1. *Attention*, 2. HALT.

*Plates 60, 61.*—To move forward in column of twos from either pyramid form, command :

1. *Right and left oblique to center*, 2. MARCH.

At the command MARCH, each side will *oblique* to the center and form in column of twos.

*Plate 62.*—To move forward with each four inclined from either flank, being in line at one end of the ring, command :

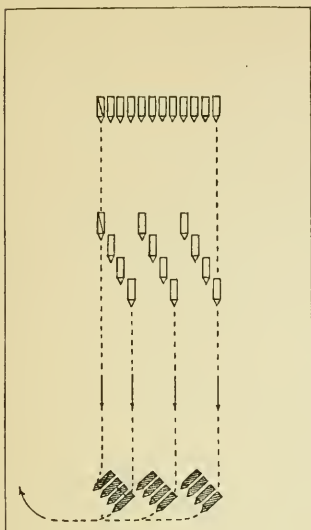
1. *By fours, single file from the left (or right), in succession forward*, 2. MARCH.

At the command MARCH, the rider on the left flank of each four moves forward ; the rest move straight forward in succession, as shown. As the leaders reach the other end of the ring, command :

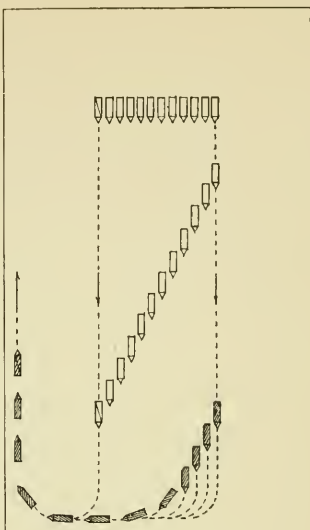
1. *Fours right (or left) turn*, 2. MARCH.

At the command MARCH, each four will turn to the right

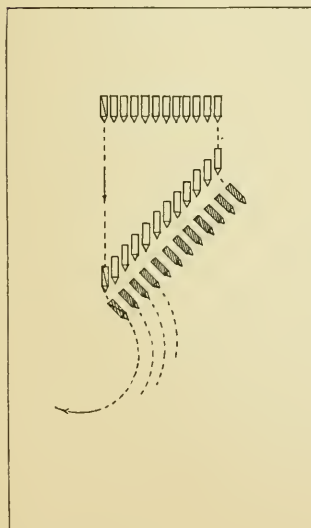
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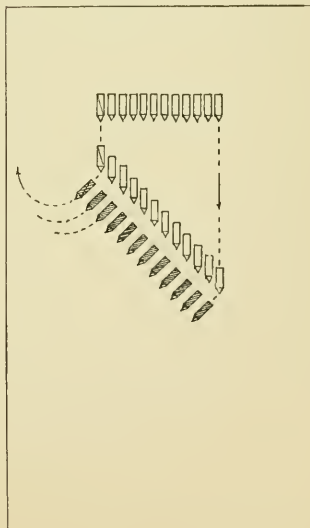
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into line, dressing to the left, thus forming into column of fours.

*Plate 63.*—To move forward inclined from either flank, the class being in line at one end of the ring, command :

1. *From the right (or left), in succession forward,*
2. MARCH.

This is executed from either flank in the same manner as the preceding figures. As the leader reaches the end wall, command :

1. *Column right (or left),* 2. MARCH ;

when each rider will turn to the right as he reaches the wall.

*Plates 64, 65.*—To halt from the incline and form into line in a position diagonally across the ring, command :

1. *Left (or right) turn in line,* 2. HALT.

At the command HALT, each rider will make a short turn to the left into line and halt ; then, from either the right or left position, break off in column of ones, twos, or more, from the right or left, as desired.

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## MOVEMENTS IN TWO SECTIONS.

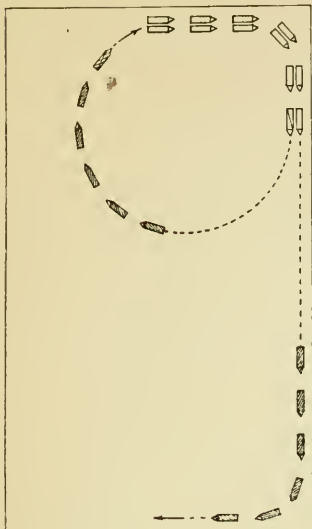
*Plate 66.*—To separate into two columns going in the same direction, the class being in column of twos at the wall, as the head of the column passes on to one of the long sides, command :

1. *First file circle,* 2. MARCH.

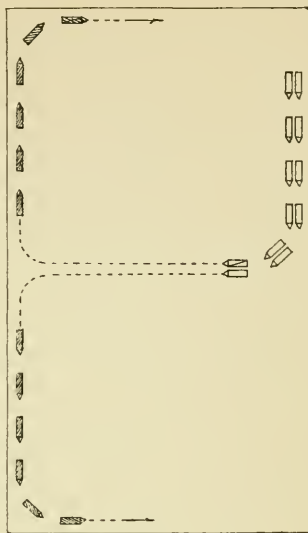
At the command MARCH, the inside file will turn on a circle so as to reach the center of one end of the ring as the other file reaches the center of the other end.

*Plate 67.*—To separate and go in opposite directions, as the lead reaches the half-school, command :

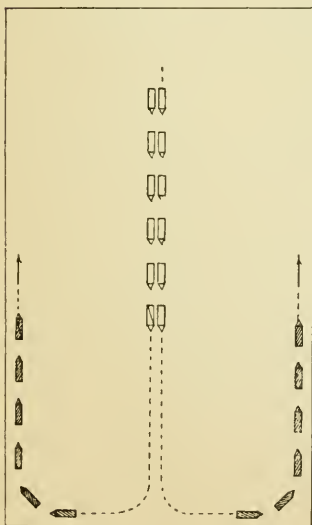
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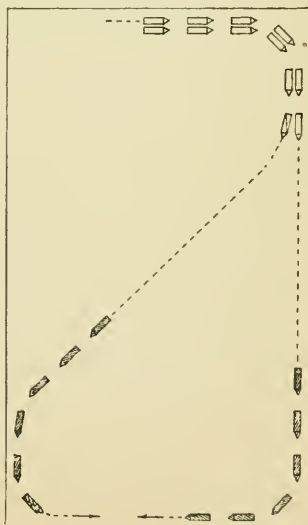
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1. *Column right (or left)*, 2. MARCH ;  
and at the opposite wall, command :

3. *Right and left*, 4. MARCH ;  
when the two files will separate to the right and left.

*Plate 68.*—Executed with the same commands as the preceding, through the center of the ring.

*Plate 69.*—As the head of the column passes on to one of the long sides, command :

1. *First file change*, 2. MARCH ;  
when the inside file will change, as shown. If no command is given, as the two columns approach each other at the end, they pass each other to the left.

#### RIGHT AND LEFT MOVEMENTS.

*Plate 70.*—To go through the center of the ring in column of twos, the two columns approaching each other in single file on one of the ends, command :

1. *Center*, 2. MARCH ;  
when the two columns will form by twos and go through the center of the ring.

The same command is used whatever the number in column on either side may be.

#### TO CHANGE DIRECTION FROM THE CENTER OR FROM THE WALL.

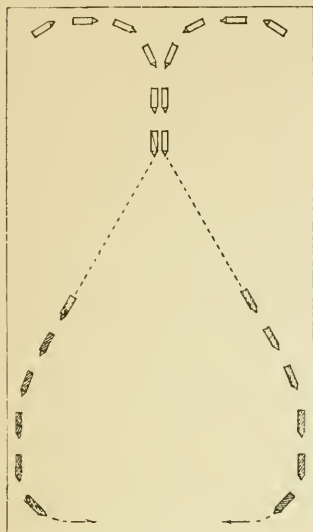
*Plate 70.*—Command :

1. *Right and left change*, 2. MARCH.  
If in the center, the column will separate and each column go to the wall, as shown. If at the wall, each column will leave the wall and the two come together in the center, the movement being the direct opposite to the preceding.

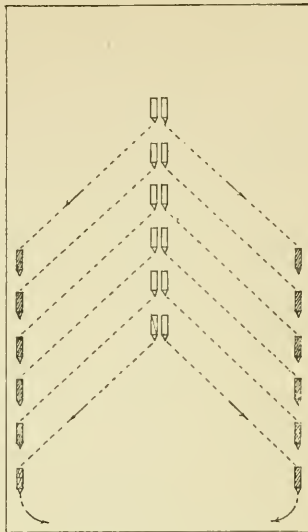
#### TO OBLIQUE.

*Plates 71, 72.*—As the last riders on each side enter the center, or the wall on either side, command :

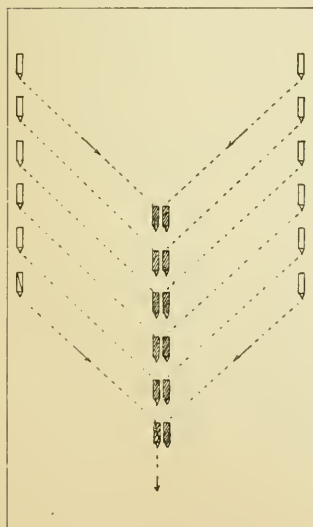
70



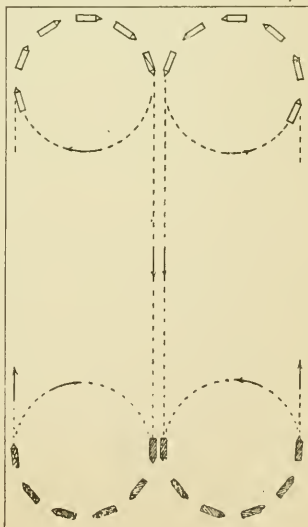
71



72



73



1. *Right and left oblique*, 2. MARCH;  
when each side will *oblique*, as shown.

TO CIRCLE AT EITHER END OF THE RING IN EITHER DIRECTION.

*Plate 73.*—Command:

1. *Right and left circle*, 2. MARCH;  
when each side will execute a circle, as shown.

*Plate 74.*—Going through the center of the ring or along the sides, each rider to execute a small circle to the right or left, command:

1. *All circle*, 2. MARCH;  
when every rider will execute a small circle, as heretofore explained.

*Plate 75.*—Being in two sections in single file on either side, to cross the ring in line and the riders to pass between each other, command:

1. *Right and left turn*, 2. MARCH.

In crossing over, as the two lines approach each other, each rider will pass the opposite rider to the left (so that they can touch each other's right hands). On arriving at the opposite wall, turn in the same direction as before.

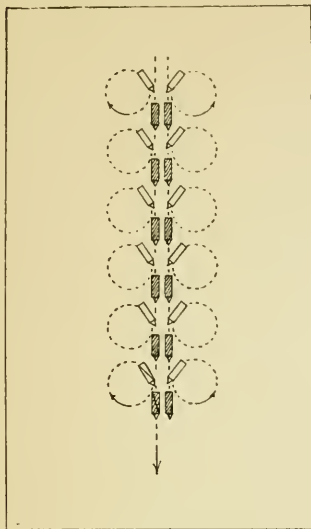
*Plate 76.*—Crossing the ring in the manner just explained, the riders to circle or pirouette around each other in the center, command:

1. *Circle*, 2. MARCH.

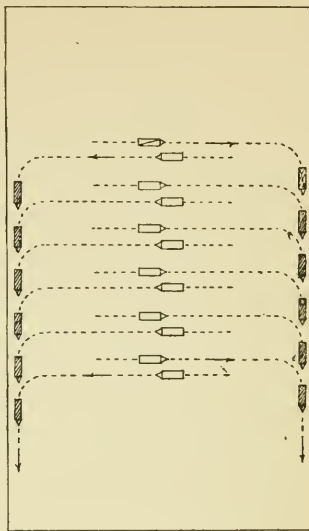
At the command MARCH, given as the riders are almost opposite each other, each rider will execute a complete circle or pirouette around and with his opposite. On completing the circle each line will move forward in the original direction to the wall, being careful to start together at the same moment after circling. At the wall, turn again in the same direction as at the other wall.

*Plate 77.*—Going through the length of the ring in col-

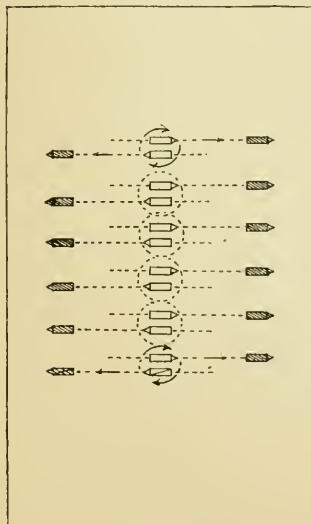
74



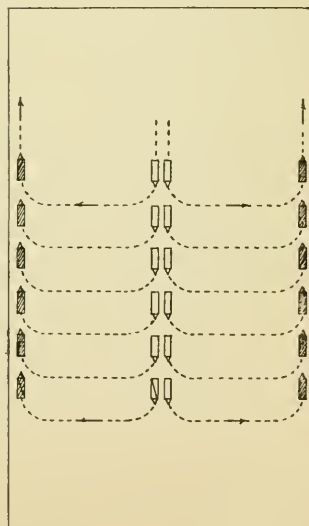
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76



77



umn of twos, to turn right and left to the wall on either side, command :

1. *Right and left turn*, 2. MARCH.

At the command MARCH, each rider will turn to the right or left, and, going to the wall, turn again in the same direction as before, guiding to the right and left flanks respectively.

If going through the ring in column of fours, command :

1. *Twos right and left turn*, 2. MARCH.

*Plate 78.*—Approaching the end of the ring in the center in column of twos, to form twos on each side, command :

1. *Right and left form twos*, 2. MARCH ;

when each side will form by twos on turning to the right and left at the wall, as shown.

If in column of fours in the center, to form by fours on each side, command :

1. *Right and left form fours*, 2. MARCH.

*Plate 79.*—The class being in column of twos at each side of the ring, to go through the center in column of eights, command :

1. *Right and left form fours, Center*, 2. MARCH ;

when each side will form by fours as they turn to the center, thus forming by eights together.

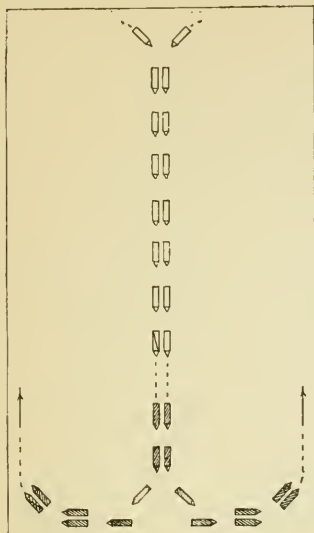
This command distinctly conveys to the mind of the rider what is expected, and it can not be misunderstood. The form of command sometimes used, "*Center form eights*," is confusing to the riders, as they must consider another column besides their own; therefore it should not be made use of.

*Plate 80.*—To form line at the ends on each side from the center, command :

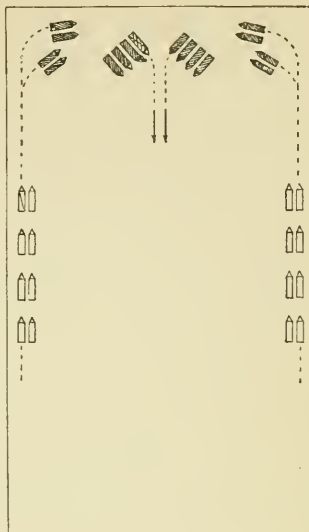
1. *Right and left form line*, 2. MARCH ;

when each side will form line while turning to the right and left.

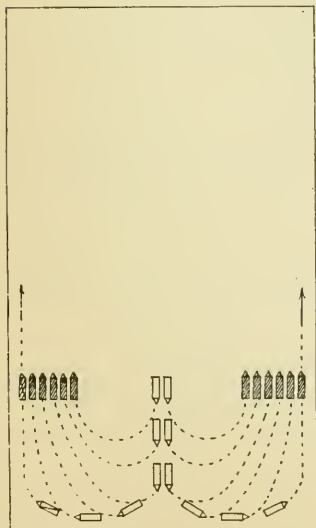
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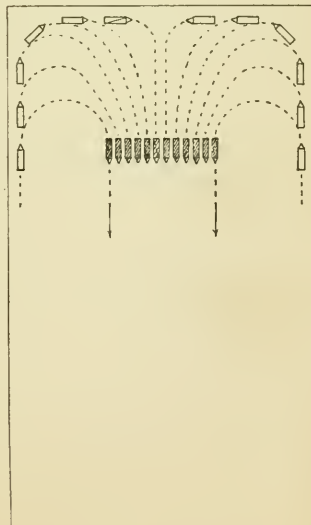
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81



*Plate 81.*—To form line in the center at one end, from each side, command :

1. *Right and left form line, Center*, 2. MARCH ;  
when both sides will form line as they turn to the center.

*Plate 82.*—Approaching either end of the ring in line, to break off in single file from each flank, command :

1. *Single file, right and left*, 2. MARCH.

*Plate 83.*—Approaching either end of the ring in line, to break off in single file from the outside flank of each side, and go through the center in column of twos, command :

1. *Right and left circle*, 2. MARCH ;  
and when the two sections have completed about three quarters of the circle, command :

3. *Single file, right and left, Center*, 4. MARCH ;  
when the riders will break off in single file from each section and pass through the center of the ring in column of twos, as shown.

*Plate 84.*—Being in line on each side and approaching either end of the ring, to break off in single file on each side and go through the center of the ring in column of twos, command :

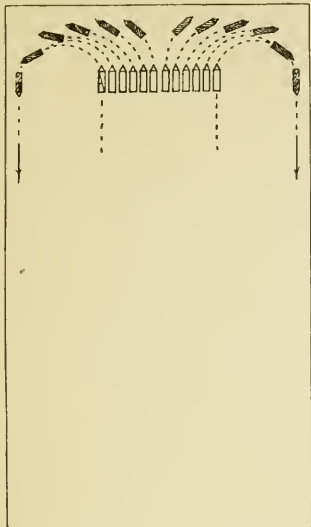
1. *Single file, right and left, Center*, 2. MARCH ;  
when the riders will break off in single file from the inside flank on each side and go through the center in column of twos, as shown.

*Plate 85.*—Passing through the center of the ring in two (or more) ranks, to reverse the positions of the riders in the ranks, command :

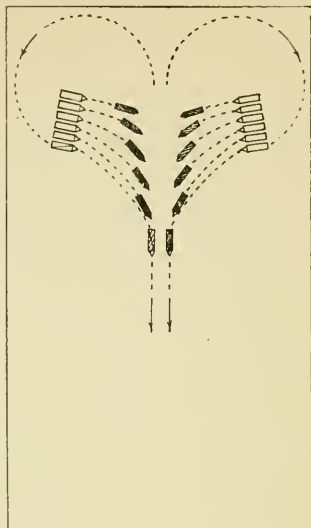
1. *Right and left in file retire*, 2. MARCH.

At the command MARCH, the first rank will single file right and left, and, passing to the rear, reform in reversed positions. As the second rank reaches the same point it does the same.

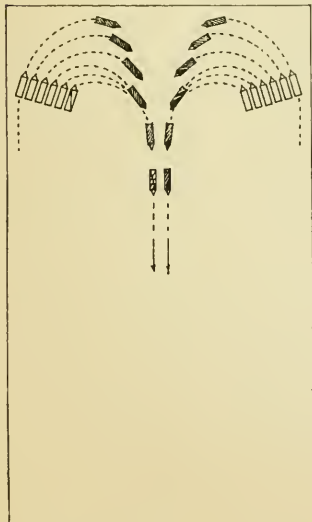
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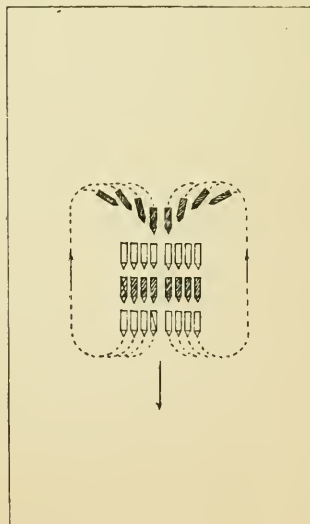
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*Plate 86.*—Having passed right and left in column of twos, each column to change across the whole ring, as the columns pass on to the long sides of the ring, command :

1. *Right and left, Change across*, 2. MARCH.

As the riders turn to execute the change, they will assume the *oblique* form. As the leading riders approach each other, number one and companion pass ahead and the two columns pass in between each other alternately, as shown.

*Plate 87.*—Having changed in the manner just explained, to pass through the center in the form shown, command :

1. *Right and left, Alternately center*, 2. MARCH ;  
number one and companion going first.

*Plate 88.*—Being in the center of the ring in the alternate position, each column to pass in between the other and *oblique* to the wall, command :

1. *Twos right and left oblique, across*, 2. MARCH ;  
when each column will right or left *oblique* and pass in between the other column, as shown.

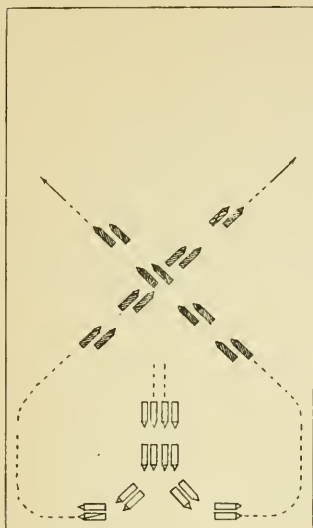
*Plate 89.*—Being in the same position, each column to right or left turn by twos, and pass in between each other, command :

1. *Twos right and left turn, across*, 2. MARCH ;  
when each two will right or left turn, as shown, and go to the wall, where they will turn again in the same direction as before.

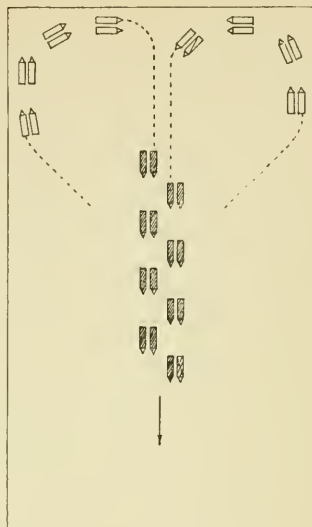
*Plate 90.*—Being in the same position, to circle around each other by twos, as shown, command :

1. *Twos right and left circle, across*, 2. MARCH ;  
when each two will execute a small circle in the direction of the other column, passing in between each other, as shown. On the conclusion of the circle they will resume the original direction.

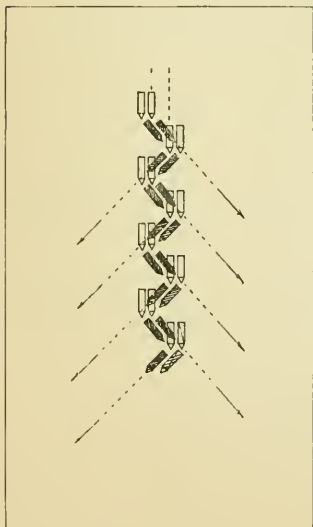
86



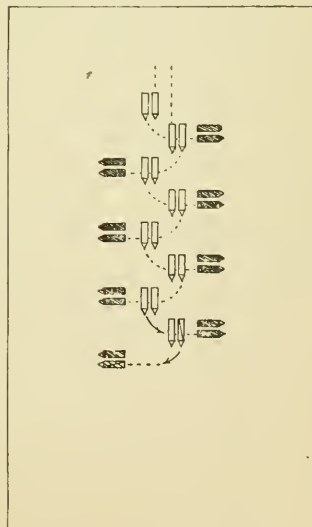
87



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89



*Plate 91.*—The two sections approaching each other in the ring in the alternate form, by a right and left turn respectively, from either wall, to assume the alternate column figure in the center, command :

1. *Twos right and left turn, across*, 2. MARCH ;

when each two will turn to the right or left on passing through, turning in the direction of the leaders.

In these movements the commander should be sure to emphasize the word “across,” to call attention to the movement, and prevent the execution of the ordinary movements called for when this word is not used.

*Plate 92.*—Passing through the center of the ring in column of sixes ; to execute this figure, command :

1. *Single file right and left about to wall, form threes*,
2. MARCH ;

when the riders will single file right and left from each flank, turning on a circle to the wall, and there reforming by threes in reversed order and direction.

*Plate 93.*—Being at the wall on each side in column of threes, to pass through the center in the position shown, command :

1. *First section forward by threes and sixes, center*,
2. MARCH ;

when the form shown will be assumed, the first column increasing its gait while the other holds back during the formation.

*Plate 94.*—To form line from the center, as shown, the class being in single file on each side, command :

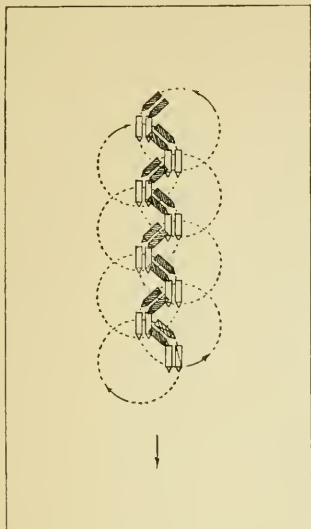
1. *Center*, 2. MARCH ;

and, as the leaders turn at the center,

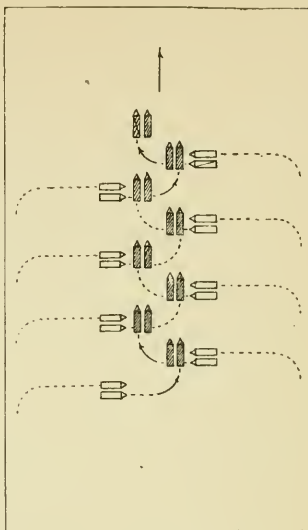
3. *Right and left separate, form line*, 4. MARCH.

At the command MARCH, the leaders will separate, and, slackening their gait, keep moving diagonally apart, while

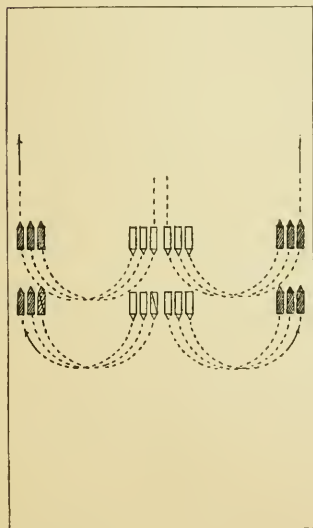
30



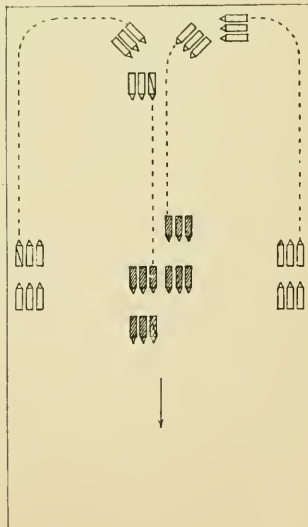
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92



93



the rest will form up on each side from the inside. When all are in line, the regular gait will be resumed.

To halt in line, command :

1. *In line*, 2. HALT.

*Plate 95.*—To form line on the center, as shown, the class being in single file on each side, command :

1. *Center*, 2. MARCH;

and, as the leaders turn to the center,

3. *Right and left form line*, 4. MARCH.

At the command MARCH, the leaders will slacken their gait, while the rest form up on the right and left flanks. When all are in line, the regular gait will be resumed, or the line halted on command.

*Plate 96.*—Going through the ring in two ranks; to execute this movement, command :

1. *First rank, right and left circle*, 2. MARCH;

and as the second rank reaches the same point,

3. *Second rank, right and left circle*, 4. MARCH.

Each rank circles at the command around the other, and, forming again as before, moves forward as before circling. The plate shows three positions; the movement is, however, executed and finished on the spot it is started at.

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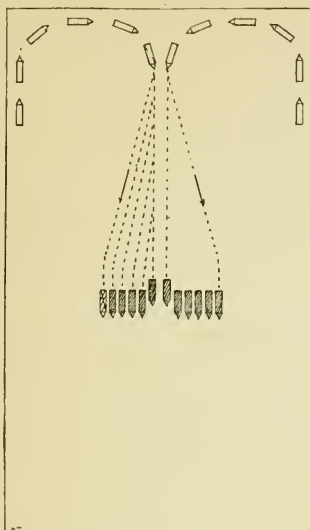
## MOVEMENTS IN TWO SECTIONS ON THE SAME HAND.

*Plate 97.*—Both columns to change direction and pass each other, command :

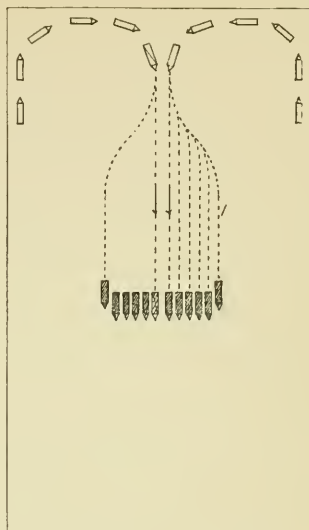
1. *Change*, 2. MARCH.

If the two columns are on the right hand and changing to the left, they pass each other to the right; if on the left hand and changing to the right, they pass each other to the left, or in the direction of the wall they are approaching.

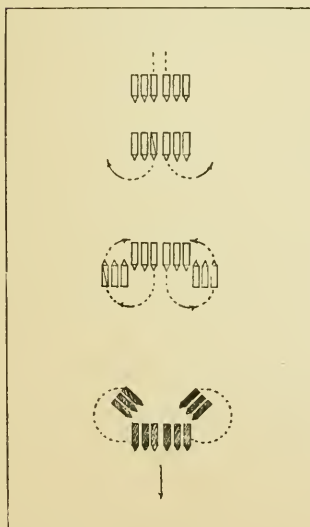
94



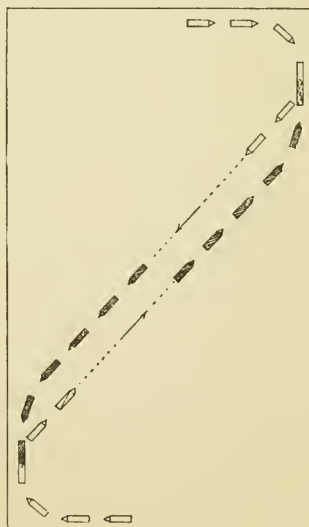
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96



97



*Plate 98.*—The two sections crossing the ring in line and approaching each other, to execute this movement, as the riders are about to pass between each other, command :

1. *Right turn*, 2. MARCH ;

when each rider will, on passing through, turn to the right and then go in column to either end.

*Plate 99.*—Two sections passing each other in column through the center of the ring, as they come directly opposite each other, command :

1. *Right turn*, 2. MARCH ;

when each rider will turn to the right around the opposite rider, and the two sections go in line to the wall on either side.

*Plate 100.*—Or command :

1. *Circle*, 2. MARCH ;

when each rider will circle or pirouette around and with the opposite rider, and each section pass forward again, in the original direction, in column.

When two columns are passing through the ring, they will always pass each other to the left if no command be given.

#### THE GRAND CHAIN, OR THE ALTERNATE PASSING TO THE RIGHT AND LEFT OF EACH RIDER.

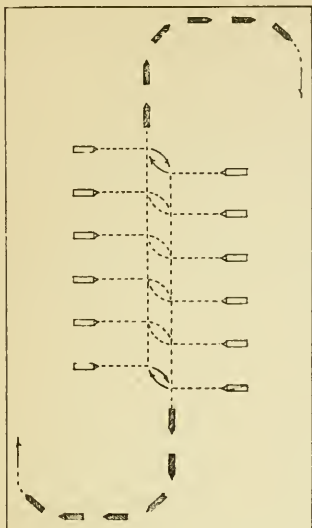
*Plate 101.*—It is a very difficult figure, and requires the most perfect control of the horse for its proper execution. Executed on the center circle it becomes much easier, especially on account of the greater distances between the riders.

#### THE SERPENTINE.

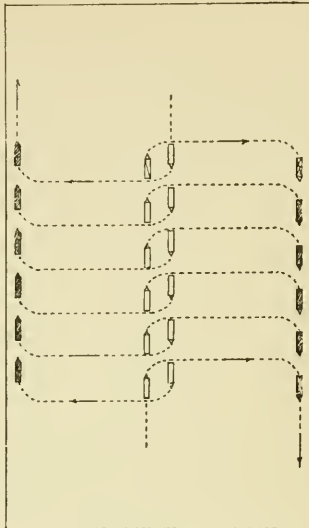
*Plate 102.*—This is a right and left figure for execution by a large class, and especially at a walk between trotting evolutions. For this command :

1. *Half-school*, 2. *Serpentine right and left*, 3. MARCH.

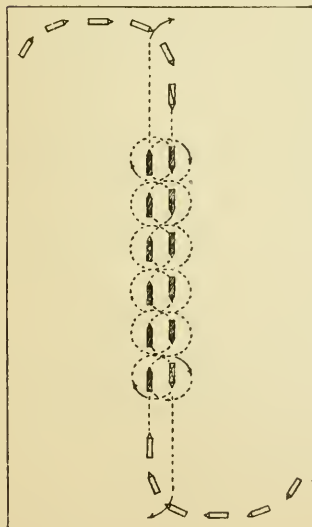
98



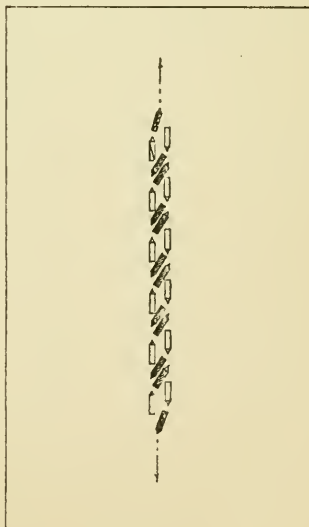
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100



101





*Plate 103.*—Being in two sections, in line at opposite sides of the ring, on passing on to the long sides, command :

1. *Change*, 2. MARCH ;

and as the sections approach each other in the center,

3. *Circle*, 4. MARCH ;

when they will circle around each other and resume the change on completing the circle.

*Plate 104.*—In this movement, the sections to pass and circle from the other side, as they reach the half-school, command :

1. *Change*, 2. MARCH ;

and in the center,

3. *Circle*, 4. MARCH ;

when they will change and circle around each other, as shown, going to the opposite wall, on the other hand, after circling. The command can also indicate the direction of the circle, if desired.

*Plate 105.*—For this figure, as the two sections approach the half-school, command :

1. *Half-school, right (or left) turn*, 2. MARCH ;

and in the center of the ring,

3. *Right (or left) circle*, 4. MARCH ;

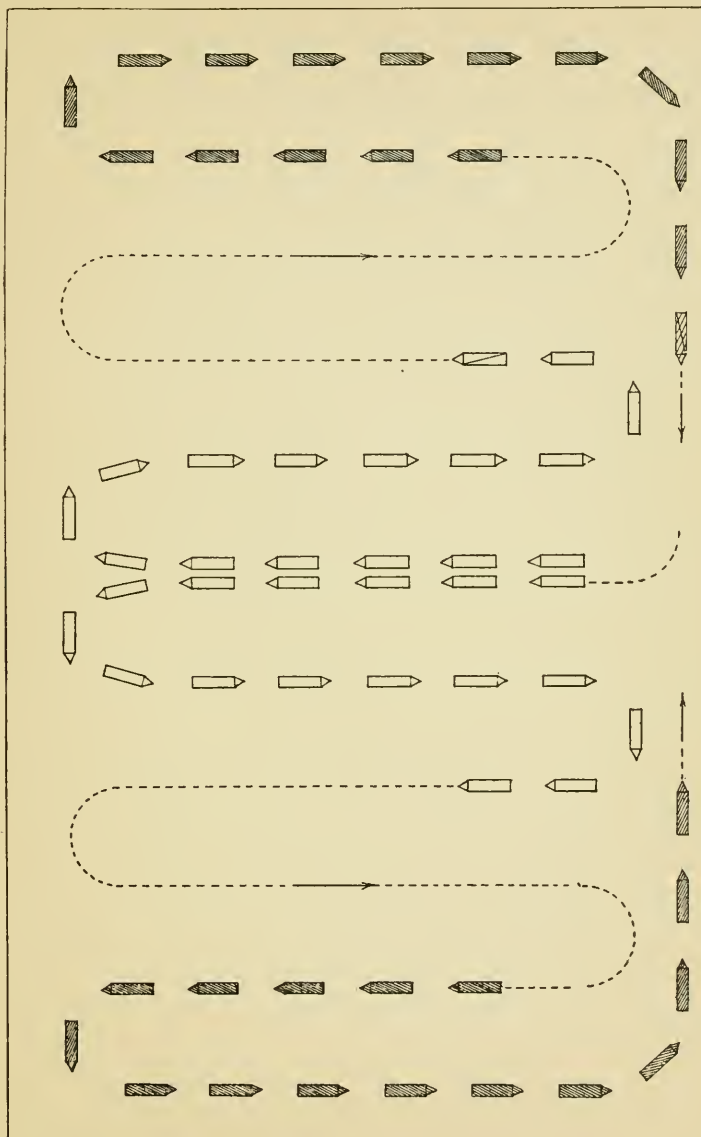
when they will circle in the direction indicated, away from each other.

*Plate 106.*—Same as the preceding figure, except in the center, command :

3. *Left (or right) circle*, 4. MARCH ;

when they will circle around each other.

These two movements in the center can follow each other ; as one or the other circle is about completed, command for the circle in the other direction. If no command is given, on completing the circle the original direction is resumed.



*Plate 107.*—The two sections being in single file at the wall, as the leaders reach the half-school, command :

1. *Form line, center circle*, 2. MARCH;

when each section will form line, as shown, and the two circle around each other in the center.

*Plate 108.*—For this figure, as the leaders of each section reach the *quarter-school*, command :

1. *Form line center circle*, 2. MARCH;

when each section will form line, as in the preceding figure, but circle in the other direction around each other.

*Plate 109.*—To go from either of the preceding figures in single file to the wall, from the outside flank, command :

1. *Single file right (or left) to wall*, 2. MARCH.

*Plate 110.*—Or, to go from the pivot flanks, command :

1. *Single file left (or right) to wall*, 2. MARCH.

These two movements can be executed by either breaking off in “fan-shape,” as in Plate 109, or in the “oblique,” each rider falling back gradually, as in Plate 110.

*Plate 111.*—Being in two sections, in column of twos, to change, and one column to separate while the other passes through, command :

1. *Change*, 2. MARCH,

3. *First (or second) section separate*, 4. MARCH;

when the section indicated will open and pass on each side of the other section, and reform after passing.

*Plate 112.*—The sections to pass through each other, as shown, command :

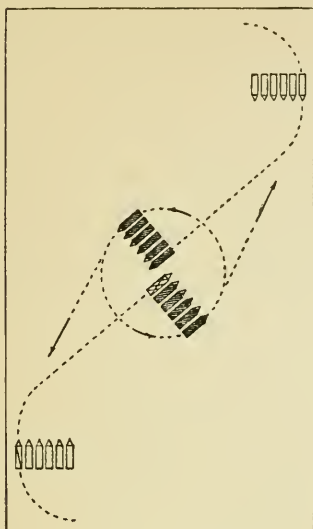
3. *Sections separate*, 4. MARCH;

when both sections will open and pass in between each other, as shown, reforming when through.

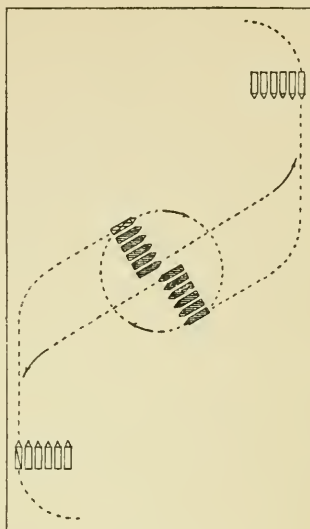
Both of these figures can be executed on the center and half-school as well.

*Plate 113.*—The class being at the wall in column of twos,

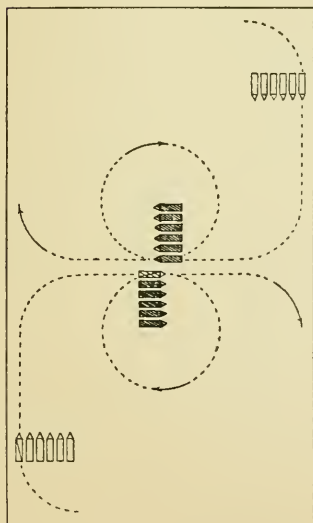
103



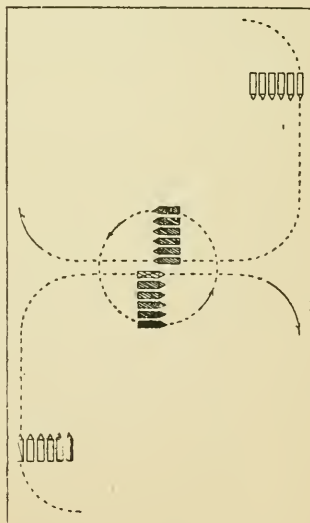
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105



106



to go on the center circle in two columns going in opposite directions, as the leaders reach the quarter-school, command :

1. *First file change*, 2. MARCH ;

and immediately after,

3. *Center circle*, 4. MARCH ;

when each column will lead on to the center circle, passing each other to the left, as shown.

*Plate 114.*—Passing through the center of the ring in line, to go on the center circle in single file, as the line approaches the end of the ring, command :

1. *First section, single file right*,

3. *Second section, left circle*, 3. MARCH ;

when the first section will break off in single file at the wall, while the second section will circle to the left ; as the first section reaches the half-school, and the second has about executed three quarters of the circle, command :

4. *Single file, center circle*, 5. MARCH ;

when the first section will lead on to the center circle, while the second will break off in single file on to the same, following behind the first.

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#### MOVEMENTS ON THE CENTER CIRCLE.

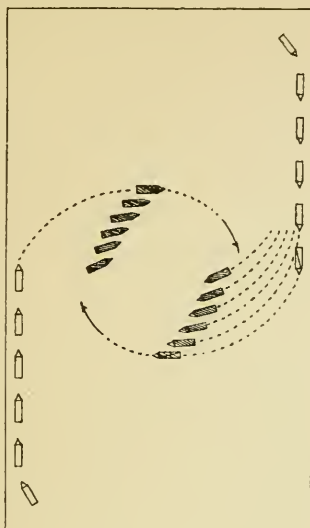
*Plate 115a.*—The class having passed on the center circle in single file, with intervals, to change hands or direction, it is best executed in two sections ; therefore command :

1. *In two sections, change*, 2. MARCH ;

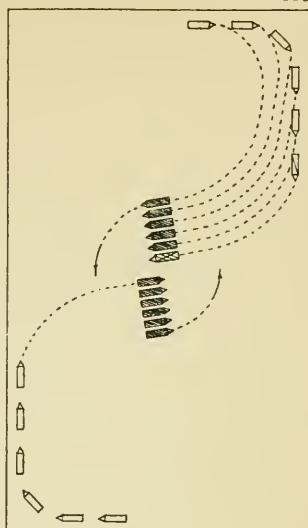
when the leader of each section will turn, the two columns pass each other to the right, in changing from the right to the left hand.

*Plate 115b.*—The even and odd numbers to alternately pass ahead of each other, command :

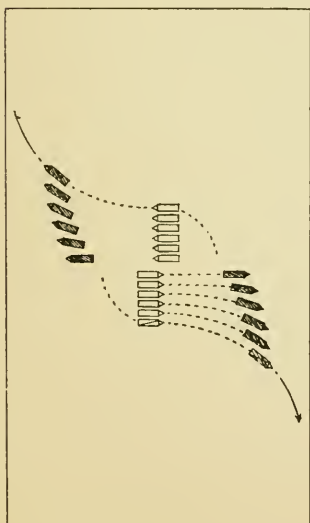
107



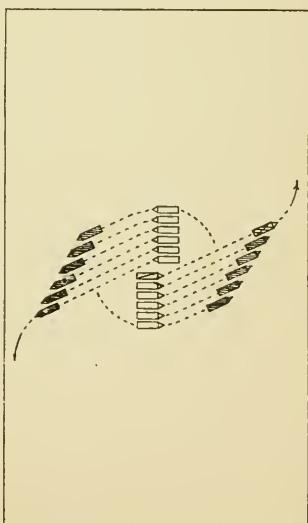
108



109



110



1. *Even numbers forward*, 2. MARCH;  
and when they have executed the movement,

3. *Odd numbers forward*, 4. MARCH.

At the command MARCH, the numbers indicated will pass the riders ahead on the inside and take the places ahead of them.

*Plate 115c.*—The odd and even numbers to alternately circle and go behind the riders following, command:

1. *Odd numbers circle*, 2. MARCH;  
and when these have circled,

3. *Even numbers circle*, 4. MARCH.

At the command MARCH, the numbers indicated will each execute a small circle, and take their positions behind the riders they pass while circling.

Being in column of twos instead of single file, the first and every alternate twos are the odd numbers, while the rest are the even numbers. With threes and fours, the same.

*Plate 115d.*—To circle in four sections in the manner shown, command:

1. *Four circles*, 2. MARCH;

when each section will lead, on a circle toward the center, in single file; the leaders must not turn too abruptly, and must make the circles as large as possible, the rest following exactly behind them.

*Plate 115e.*—To form by threes, command:

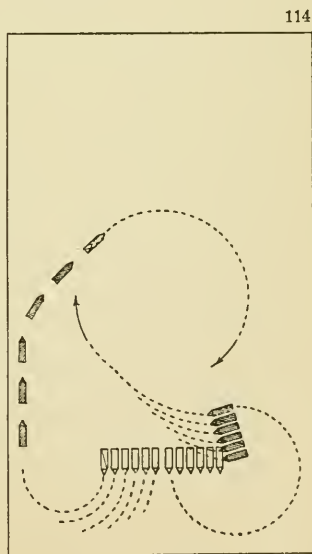
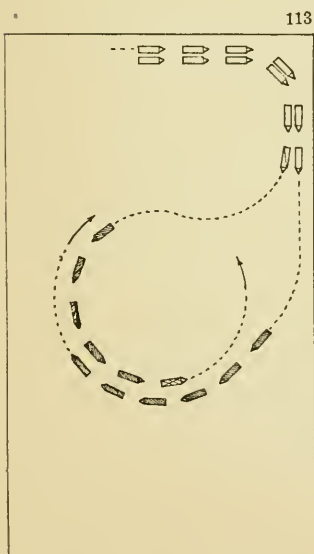
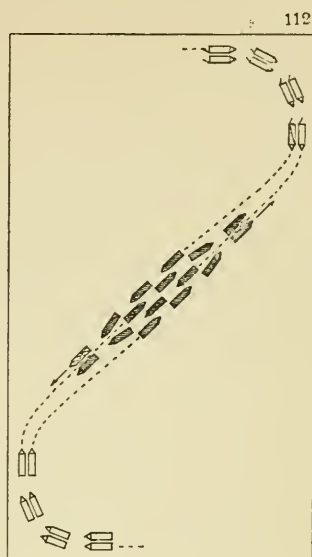
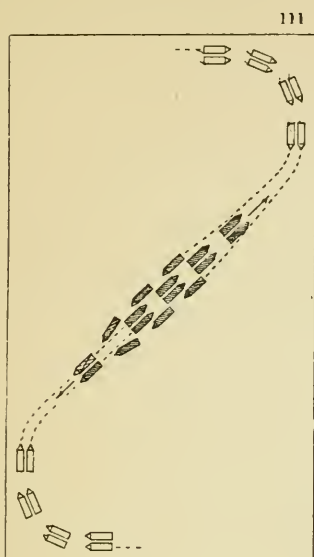
1. *Form threes*, 2. MARCH.

At the command MARCH, number one of each three preserving his gait and position on the circle, the rest will form up gradually by decreasing their circles.

To form by twos, command:

1. *Form twos*, 2. MARCH.

*Plate 116a.*—Having formed in column of twos, each two to circle, command:





1. *Twos circle*, 2. MARCH;

when each two will execute a small circle to the inside, and move forward again on completing the same.

*Plate 116b.*—The inside rider of each two to circle and form beside the following outside rider, command:

1. *Number twos circle*, 2. MARCH.

At the command MARCH, the number ones being on the outside, hold their gait and positions on the circle; the number twos execute a small circle, which will bring them beside the next outside riders. Repeat the movement until the original positions have been regained.

*Plate 116c.*—Being on the circle in column of twos, to turn and halt, all facing the center of the circle, command:

1. *Twos right (or left) turn*, 2. HALT.

At the command HALT, each two will execute a short turn to the right and halt. Each two must be at an equal distance from the riders on either side, and directly opposite the proper two across the circle, which will be the case if their positions were correct while circling, and if all halted in the same manner.

*Plate 116d.*—One rider of each two to circle simultaneously around each rider left standing, in succession, reforming beside partner when all around, command:

1. *Number ones, small circles outside*, 2. MARCH;

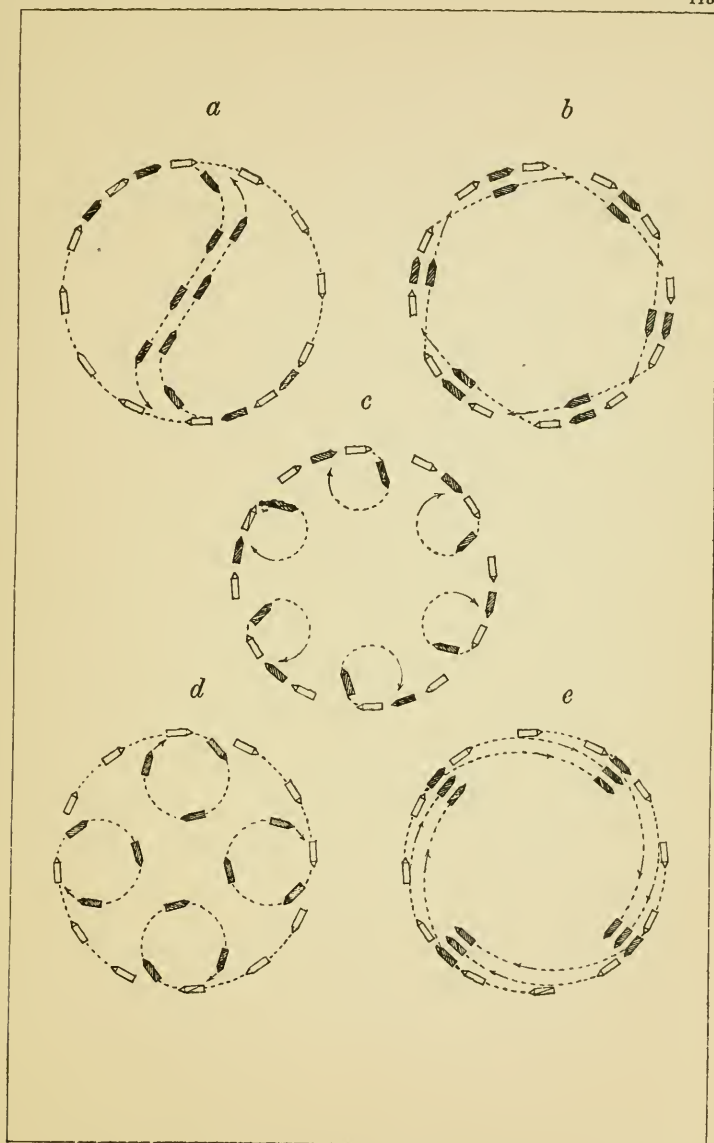
when each number one will circle around each number two in succession, as shown, forming again beside his partner when he has passed all around.

Number twos will execute the movement in the same manner, but in the opposite direction.

To circle on the outside only, command:

1. *Number ones, large circle outside*, 2. MARCH;

when each number one will turn around his partner and go on the large circle in file; having passed around once he resumes his place.



Number twos turn around their partners and circle in the opposite direction.

The figure can be further varied; as the number ones approach their places, while executing the preceding figure, command:

1. *Number twos, change*, 2. MARCH;

when each number two, as number one turns to take his place, turns sharply around, and circles in the same direction.

*Plate 116e.*—To execute this movement, command:

1. *Number ones, right and left all around*, 2. MARCH;

when each number one will turn to the right around his partner, then turning to the left around the next number two, then to the right and left, until all around, when he will resume his original position.

The number twos execute the movement in the opposite direction, on command:

1. *Number twos, left and right turn all around*,  
2. MARCH.

*Plate 117a.*—For this movement, command:

1. *Number ones, small circles inside*, 2. MARCH.

This is similar to *Plate 116d*, except that the circles are executed from the inside of the circle, and ending by circling around the partners and resuming places.

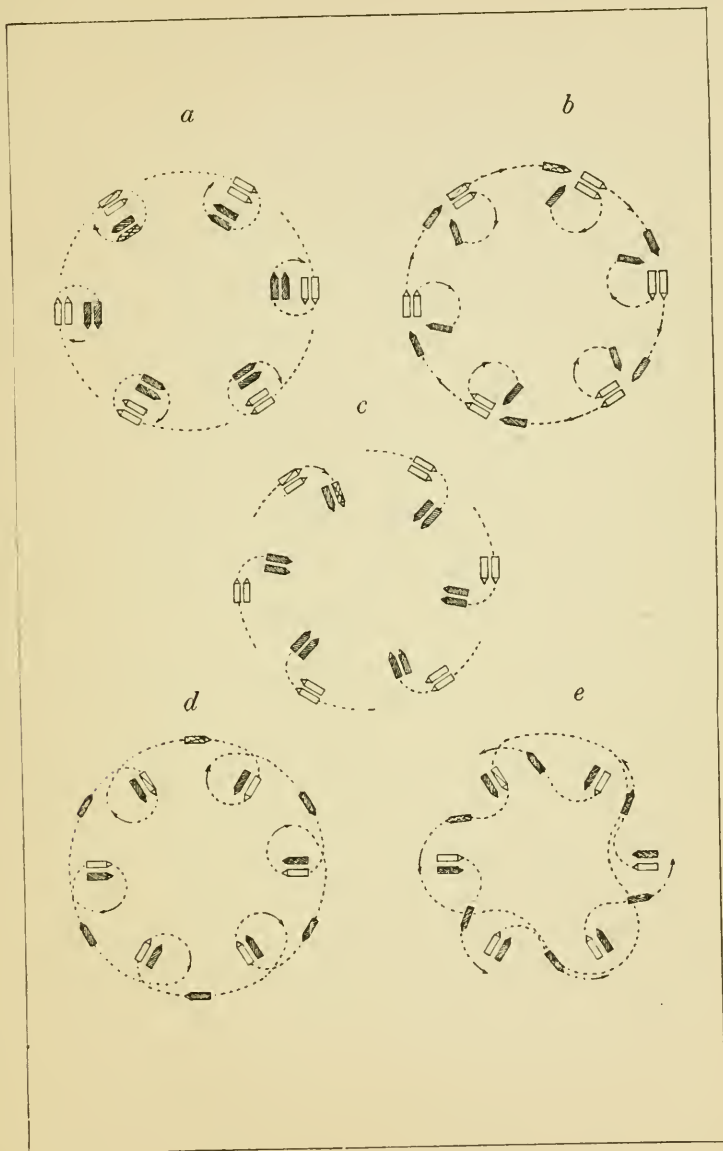
Executed by the number twos in the opposite direction.

*Plate 117b.*—For this movement, command:

1. *Number ones circle and figure eight*, 2. MARCH;

when each number one will turn around his partner and go on the outside circle. Having completed the circle, he will execute a figure-of-eight around his partner and the next number two, as shown, and then resume his place.

The number twos execute the movement in the same manner, but in the opposite direction.



*Plate 117 c.*—For this figure, command :

1. *First and opposite twos, forward and circle,*
2. MARCH ;

when the twos indicated will move forward, and, circling around each other in the center, again move forward, and right about into the position vacated by the opposite two.

Executed by the rest in succession, on command.

*Plate 117 d.*—This is the same as the movement just explained, but only executed by one from each two, thus exchanging partners. Command by numbers. Number ones will right turn into place, while the number twos will left turn.

*Plate 117 e.*—For this figure, command :

1. *First and opposite twos forward, circle, and pass around,*
2. MARCH ;

when the twos indicated will move forward, and, circling around each other in the center, again move forward, and regain their original positions by circling one half around on the outside, as shown.

Executed by the rest, on command.

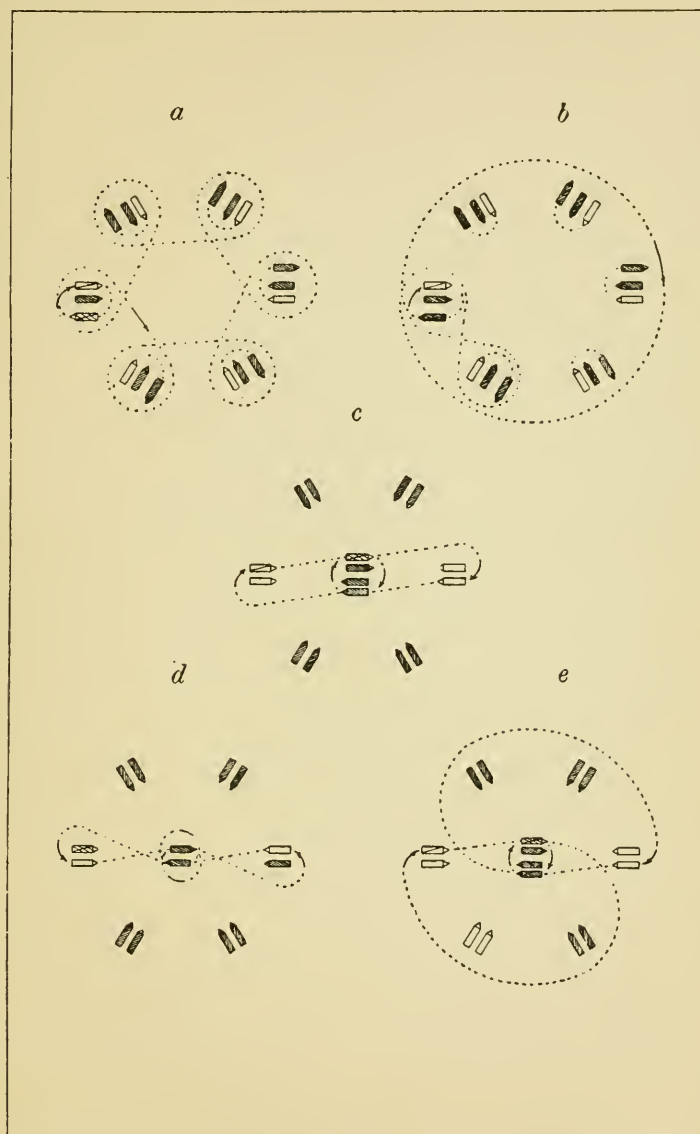
In these movements, started from a halt, the gait to be assumed, unless a walk, should be indicated in the command, or understood by explanation from the instructor.

*Plate 118 a.*—Being in four ranks on the circle, opposite ranks to change places by circles, command :

1. *Odd threes circle,*
2. MARCH.

At the command MARCH, the threes indicated will circle, as shown. The others will keep their position and gait on the circle. While the odd threes are circling, the even threes will have gone one half around the circle. The original positions are resumed by repeating the command for the even threes.

*Plate 118 b.*—Opposite ranks to change places by circling around each other, command :



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1. *Odd threes forward*, 2. MARCH.

At the command MARCH, the threes indicated will move forward, by gradually decreasing their circles, until they pass each other in the center of the circle, when they will increase their circles again, until they are again on the circle in position; their gait need not be increased while executing the movement.

Unless this movement is carefully explained, the riders think that they must rush forward to pass the rank ahead, which is unnecessary, as the smaller and decreasing circles they ride on bring them ahead of the other threes, that remain at their regular gait and position on the circle.

To replace in the original positions, repeat the command for the even threes.

*Plate 118c.*—Opposite threes to change positions, the riders changing their positions at the same time, command:

1. *Odd threes, single file, forward*, 2. MARCH.

At the command MARCH, the odd threes break off in single file toward the center and move on decreasing circles until they pass in the center, when they go out to the circle again, forming again in the original formation, but with reversed positions of the individual riders.

After the even threes have executed the movement, it must be repeated by both, to bring the riders back to their original positions.

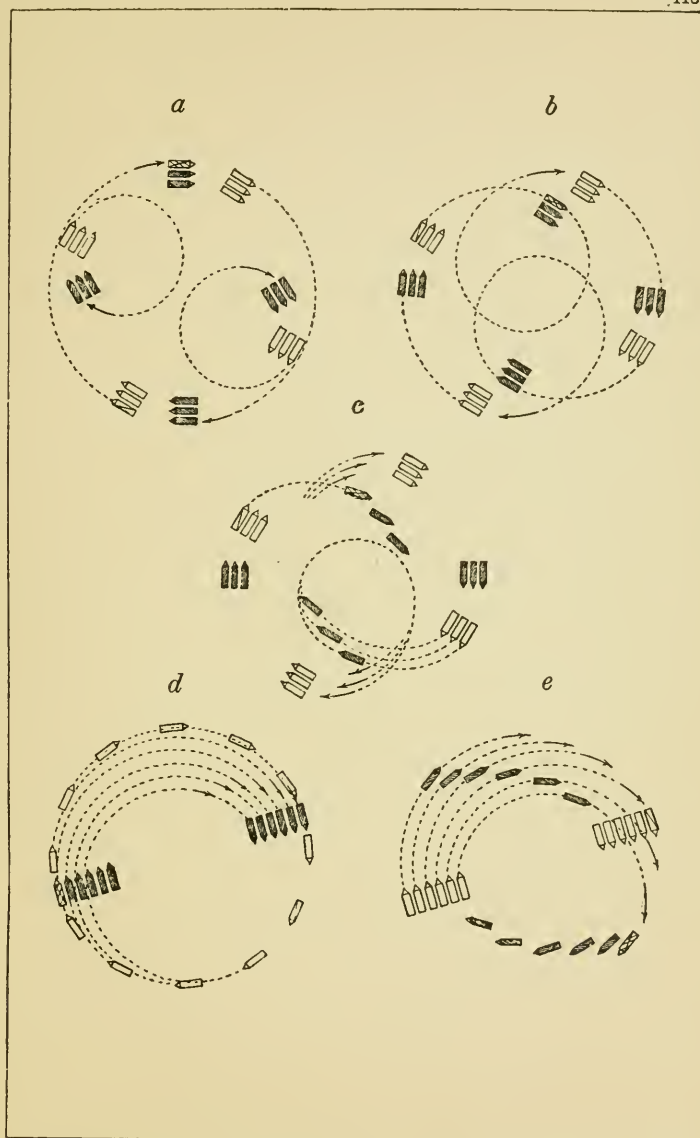
*Plate 118d.*—To form sixes, the class being in single file, command:

1. *Form sixes*, 2. MARCH.

At the command MARCH, each rider—except those on the lead of each six, who preserve their gait and position on the circle—will gradually decrease his circle and slightly, if at all, increase the gait, until line has been formed.

*Plate 118e.*—To break off from the inside flank in single file, command:

1. *Single file from the right (or left)*, 2. MARCH.





At the command MARCH, the inside flank riders of each section will turn more or less to the right, and all gradually increasing their circles, spread out in "fan-shape" to the circle, as shown.

To break off in single file from the outside flank, command :

1. *Single file from the left (or right)*, 2. MARCH.

At the command MARCH, the outside flank rider of each section will increase his gait and move forward on the circle; the rest gradually increase their circle, and in succession move forward from the line at the increased gait; those who remain always preserving a straight line until the last rider falls back on the circle.

*Plate 119a.*—To assume the position shown, the class being in two sections on the circle, command :

1. *Right (or left) turn*, 2. MARCH;

and as the sections turn,

3. *Attention*, 4. HALT;

when the two sections will halt opposite to each other, as shown.

From this position the following movements are executed.

*Plate 119b.*—For this movement, command :

1. *Single file right (or left), left (or right) circle*,
2. MARCH;

when each section will break off in single file from the right or pivot flank, and pass on to the circle to the left, or opposite to the original direction.

*Plate 119c.*—For this movement, command :

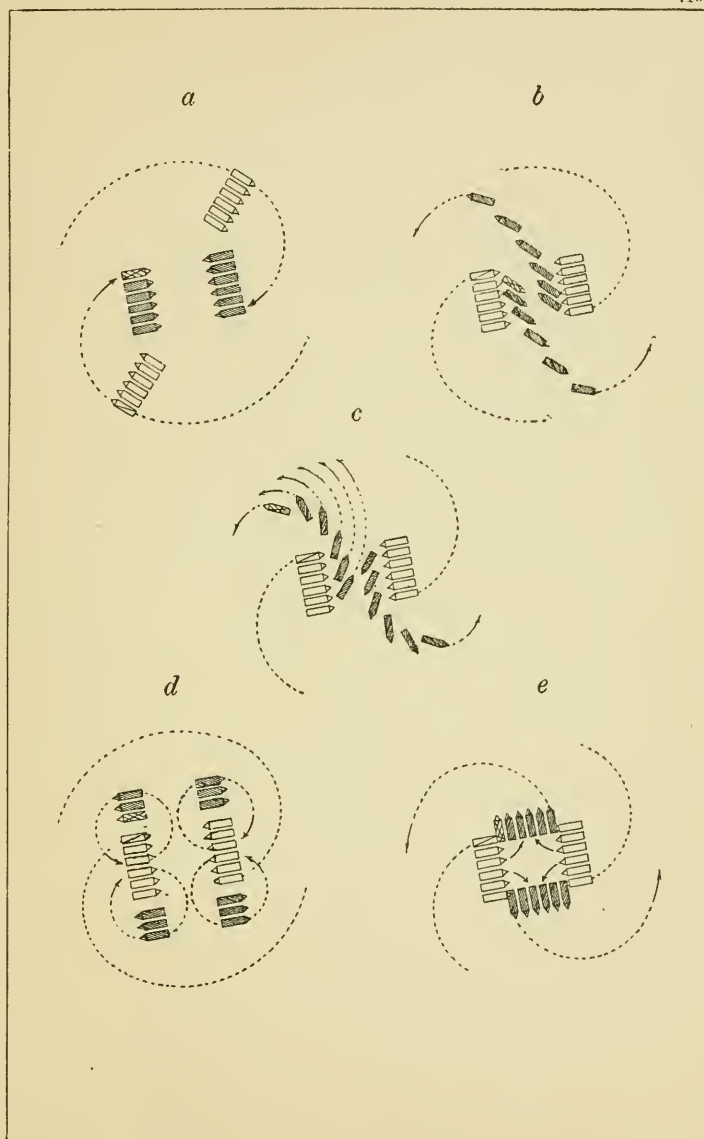
1. *Single file left (or right), left (or right) circle*,
2. MARCH;

when each section will break off in single file from the left flank to the circle to the left, as shown.

*Plate 119d.*—For this movement, command :

1. *Threes right and left circle*, 2. MARCH;

119



when each half-section will execute a circle to the right or left, as shown.

Before they finish the circle, the command for the next movement to follow should be given.

*Plate 119 e.*—To execute this movement, command:

1. *Threes right and left*, 2. MARCH;
3. *Sixes left turn*, 4. MARCH.

At the second command each three will turn to the right or left, and at the fourth command, wheel by sixes on to the circle to the left.

A repetition of the whole movement, starting from the circle, will bring the sections back to their original position and direction on the circle; the commands being:

1. *Left turn*, 2. MARCH, 3. *Threes right and left*,
4. MARCH, 5. *Sixes right turn*, 6. MARCH.

*Plate 120 a.*—For this movement, command:

1. *Threes right and left about*, 2. MARCH,
3. *Threes right (or left) on circle*, 4. MARCH.

At the second command each three will execute a half-circle to the right or left, and at the fourth command wheel to the right on the circle.

*Plate 120 b.*—To execute this movement, command:

1. *Threes right (or left) turn*, 2. MARCH,
3. *Columns left (or right) on circle*, 4. MARCH.

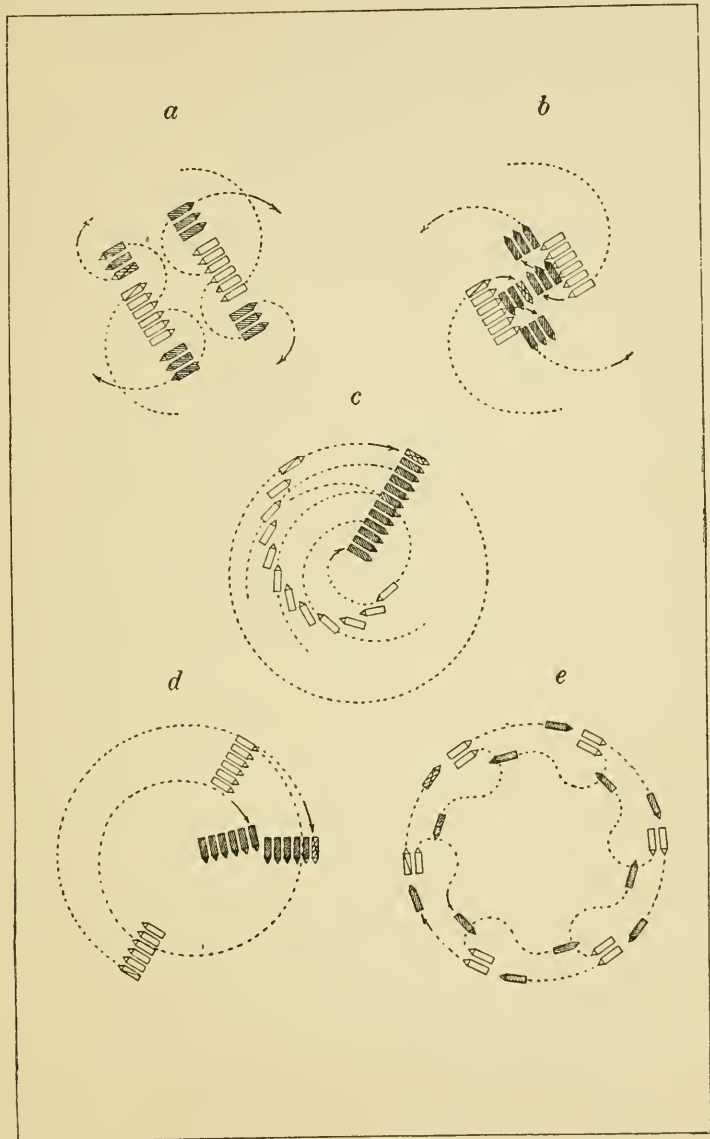
At the second command each three will turn to the right, and at the fourth command each section will go on the circle to the left in double ranks.

#### TO FORM LINE.

*Plate 120 c.*—The class being in single file on the circle, command:

1. *Form line*, 2. MARCH.

At the command MARCH, the leading rider preserving his gait and position on the circle, the rest gradually decrease



their circles until formed in line. As soon as the line is formed, the riders toward the outside flank must increase their gait.

*Plate 120 d.*—To form in line, the class being in two sections on the circle, command :

1. *Form line*, 2. MARCH.

At the command MARCH, the second section will gradually decrease its circle, and thus approach and form up to the first section, which has kept its gait and position on the circle. As soon as line is formed, the outside flank must increase its gait.

*Plate 120 e.*—The class being on the circle in column of twos, the inside riders to change direction, command :

1. *Number twos right (or left) about*, 2. MARCH ;

when each inside rider will execute a *right about* and go in the opposite direction, as shown.

*Plate 121 a.*—The two sections circling in opposite directions, as the leaders approach each other, command :

1. *Right (or left) about*, 2. MARCH ;

when each rider will execute a right about around and with the opposite rider, and then go in the other direction. Or, command :

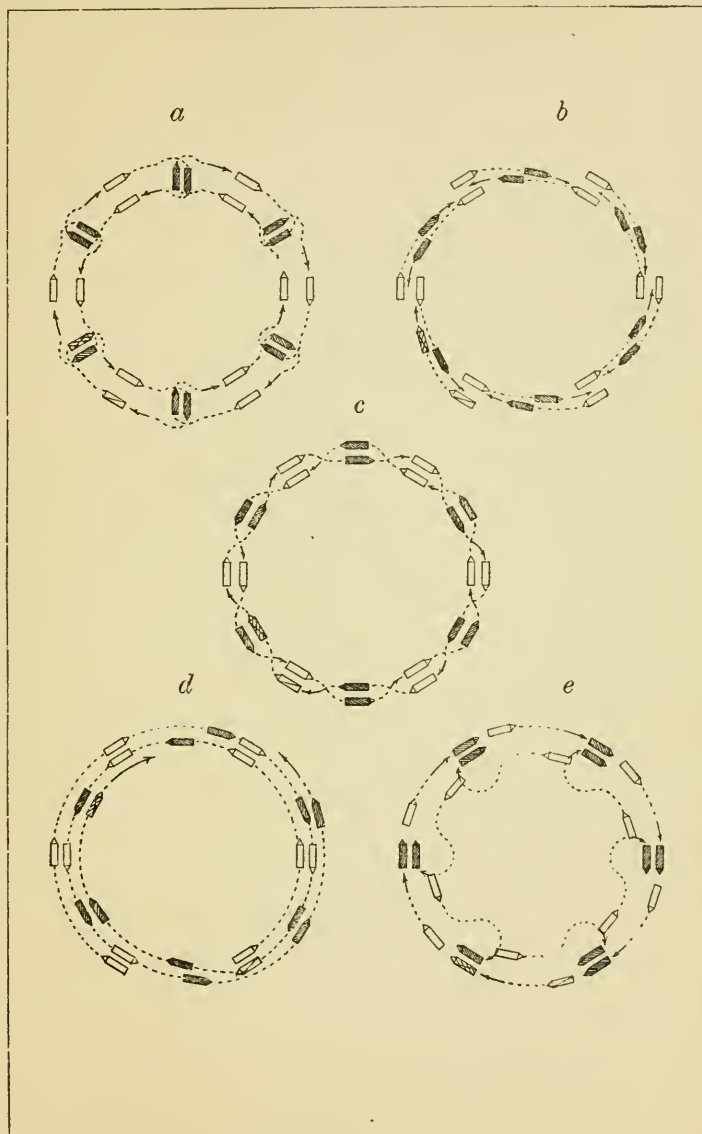
1. *Circle*, 2. MARCH :

when each rider will circle around and with the opposite rider, and go forward again in the same direction as before.

*Plate 121 b.*—The two sections to change places without changing direction, as the leaders approach each other, command :

1. *All change*, 2. MARCH ;

when the riders will pass in between each other, as shown, bringing the inside riders to the outside circle and the outside riders to the inside circle.



## THE GRAND CHAIN.

*Plate 121c.*—For this, command :

1. *Right and left all around*, 2. MARCH ;

when the riders will alternately pass to the right and left of each other until completely around the circle ; or, when one half around, command :

1. *Right about*, 2. MARCH ;

when all will turn around their opposites and right and left in the other direction.

*Plate 121d.*—The two sections to change in column, without changing direction, command :

1. *Columns change*, 2. MARCH ;

when the two columns will pass each other to the right, as shown. When the outside section is on the circle to the left, they pass each other to the left. At the command MARCH, the last riders of the outside section will increase their gait, in order to have less distance as they get inside ; the leader, as he passes inside, must make the circle as large as possible.

*Plate 121e.*—To form again in column of twos, command :

1. *Number twos right (or left) about*, 2. MARCH.

The command being given at the proper moment, the inside riders will right about and form up beside their respective partners.

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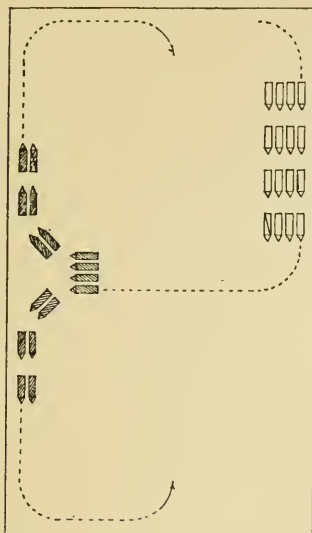
## MOVEMENTS IN FOUR SECTIONS, ETC.

As the examples given in Plates 122 and 123 hardly need any explanation, only the commands are given.

*Plate 122.*—Commands :

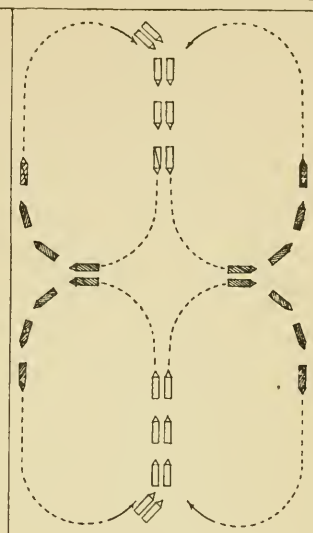
- a 1. *Half-school*, MARCH.
2. *Twos right and left*, MARCH.

*a*

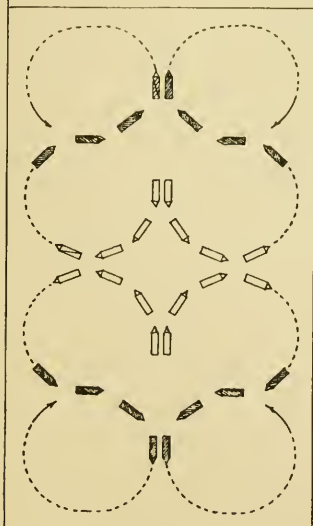


*b*

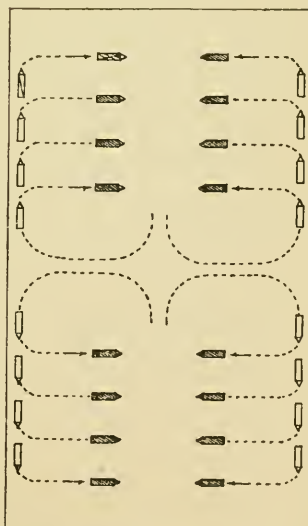
122



*c*



*d*





- b* 3. *Center, MARCH.*
- 4. *Four circles, MARCH.*
- c* 5. *Center, MARCH.*
- 6. *Four figure eights, MARCH.*
- d* 7. *Center, MARCH.*
- 8. *Right and left turn, MARCH.*

Arriving at the positions shown by this last movement, various other movements, already explained, can follow.

*Plate 123.*—The class being in the positions last assumed (*Plate 122*), commands :

- a* 1. *Right and left turn, MARCH.*
- All turning in the direction of the leaders.
- 2. *Half-school, MARCH.*
- The columns will pass each other to the left.
- b* 3. *Center, MARCH.*

4. *Columns right turn, MARCH.*

Or, to bring all together again by fours,

- c* 1. *Center, MARCH.*
- 2. *Form fours, MARCH.*
- 3. *Column right turn, MARCH.*

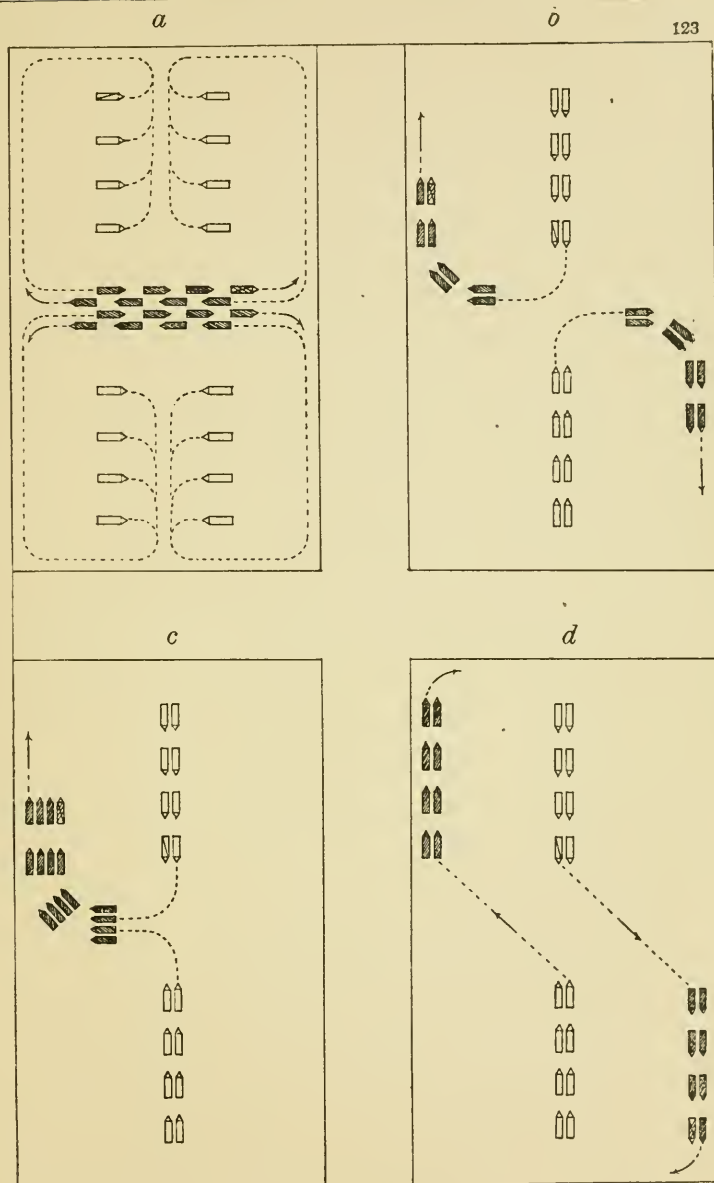
The fours will always be formed in the direction that will bring number one on the outside flank. Or, in place of *b*.

- d* 1. *Center, MARCH.*
- 2. *Columns left change, MARCH.*

*Plate 124.*—The class being at a halt, in line, to change the positions of the riders as to either flank, command :

- 1. *In file from the right (or left) retire, 2. MARCH.*
- 3. *Left (or right), 4. DRESS.*

At the command *MARCH*, the rider on the right flank will turn on a small circle to the right, and, passing behind the rear of the line, come up into the position before occupied by the rider on the left flank. The other riders, having followed him in single file, successively form up in line on the right and dress to the left.



*Plate 125.*—The class being in column of twos at the wall, the column to open and the riders to pass through by twos from rear to front, command :

1. *Right (or left) separate, twos from rear to front,*

2. MARCH,

At the command MARCH, the inside riders will oblique sufficiently for the proper execution of the movement and then ride parallel with and opposite their partners. Then the last two riders will pass in between the riders ahead at an increased gait, and arriving at the head of the column they will separate, and, taking the lead, resume the regular gait. As they pass the next last riders, these will follow them in the same manner and take the lead, each two doing the same until all have passed to the front, when command :

1. *Form twos,* 2. MARCH ;

when the original formation will be resumed.

*Plate 126.*—To pass through the center of the ring in cross-form, the class being at the wall in column of threes ; as the head of the column turns on to either end, command :

1. *Center, second and third threes form six,*

2. MARCH ;

when the second and third threes will form six on turning, as shown, and the column pass through the ring in the cross-formation.

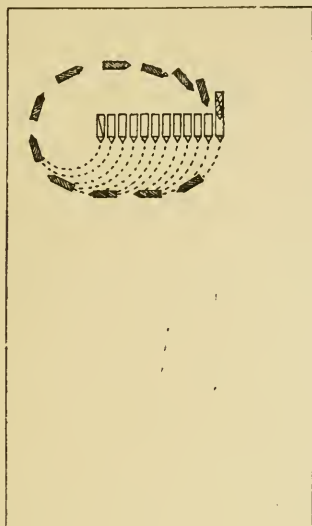
*Plate 127.*—Being in the cross-form, on arriving at the other end of the ring, to assume the original formation, command :

1. *Column right (or left), threes right (or left),*

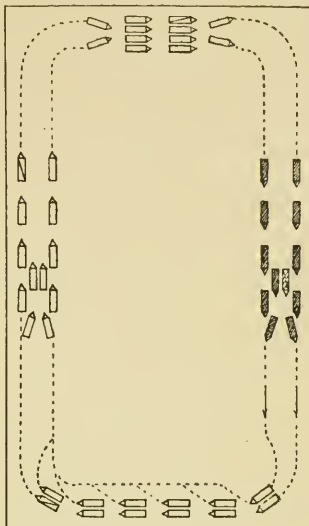
2, MARCH ;

when the column will pass to the right and the second and third threes right turn at the wall, thus resuming the original formation, but going on the other hand.

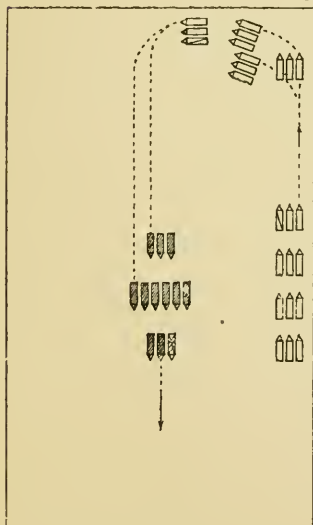
124



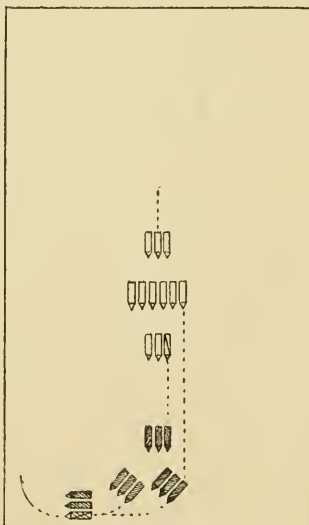
125



126



127



*Plate 128.*—The class being in column of sixes at the wall on one side, to cross the ring in columns of twos, command:

1. *Twos right (or left) turn*, 2. MARCH;

when each section will cross the ring in column of twos, guiding by the right.

*Plate 129.*—To cross in column of threes, command:

1. *Threes right (or left) turn*, 2. MARCH;

when each section will cross the ring in column of threes, as shown.

*Plate 130.*—Crossing the ring in column of threes (or twos, as shown in *Plate 128*), as the leaders reach the other side, command:

1. *Form sixes left (or right)*, 2. MARCH;

when the original formation will be resumed, although in the other direction.

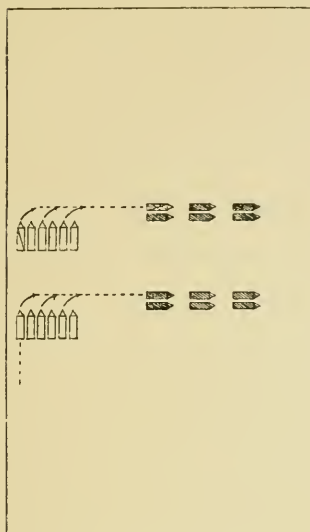
*Plate 131.*—Crossing the ring in the same way as the preceding, to go on the wall in column of threes, command:

1. *Threes in column, left (or right)*, 2. MARCH;

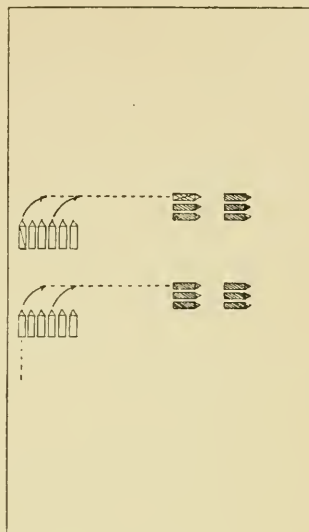
when the movement will be executed as shown.

In the following plates are given several examples of continuous and combined movements or finished figures. The movements need not be executed in the quick succession, as given on the plates; the class can ride one half or once (or more if desired) around the ring after executing one movement before executing the next.

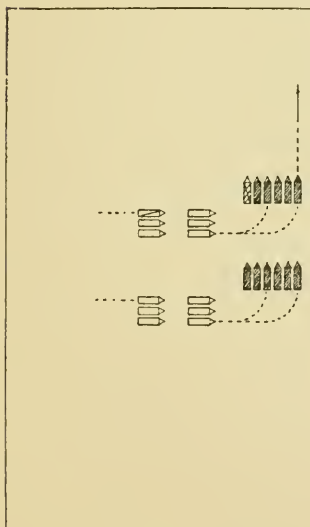
128



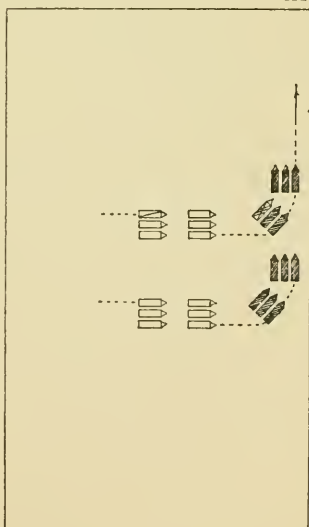
129



130



131

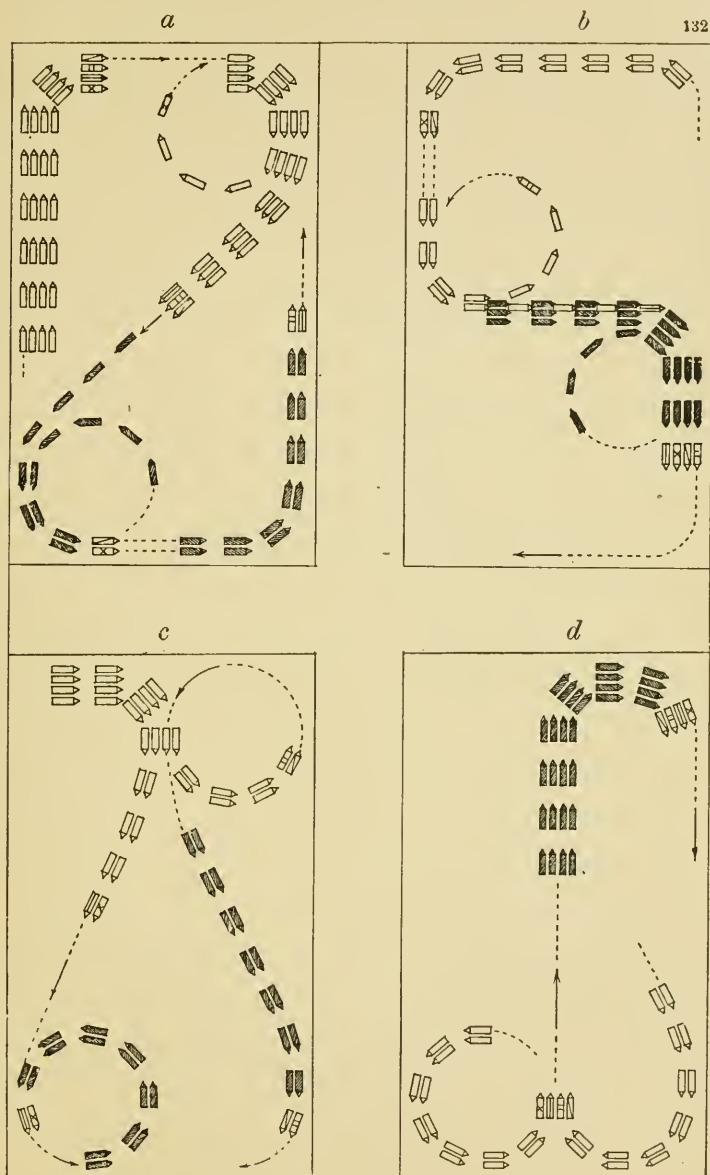


*Plate 132.*—The class being in column of fours at the wall, commands :

- a* 1. *Column change, first file quarter-circle, MARCH.*
- 2. *Fourth file quarter-circle, MARCH.*
- b* 3. *Column left, third file quarter-circle, MARCH.*
- 4. *Column right, second file quarter-circle, MARCH.*
- c* 5. *Center, MARCH.*
- 6. *First and second file change,*  
*Third and fourth file quarter-circle, MARCH.*
- 7. *First and second file quarter-circle,*  
*Third and fourth file change, MARCH.*
- d* 8. *Center, MARCH.*
- 9. *Column right, MARCH.*

To bring the riders back to their original positions, repeat the figure or execute the next figure (*Plate 133*). After the leaders know the figure, the commands can be shortened, as below, or omitted altogether :

- a* 1. *Change and circle, MARCH.*
- 2. *Circle, MARCH.*
- b* 3. *Left turn and circle, MARCH.*
- 4. *Right turn and circle, MARCH.*
- c* 5. *Center, MARCH.*
- 6. *Left circle, right change, MARCH.*
- 7. *Change and circle, MARCH.*
- d* 8. *Center, MARCH.*
- 9. *Column right, MARCH.*





*Plate 133.*—The class being in column of fours at the wall, commands :

- a* 1. *First file circle, MARCH.*
- b* 2. *Second file circle, MARCH.*
- c* 3. *Third file circle, MARCH.*
- d* 4. *Fourth file circle, MARCH.*

This movement can also be executed by columns of twos circling.

*Plate 134.*—Commands :

- a* 1. *First file, all right turn, MARCH.*
- b* 2. *Second file, all right turn, MARCH.*
- c* 3. *Third file, all right turn, MARCH.*
- d* 4. *Fourth file, all right turn, MARCH.*

Repeat the figure to bring the riders back to their original positions, or execute the movement given in Plate 45.

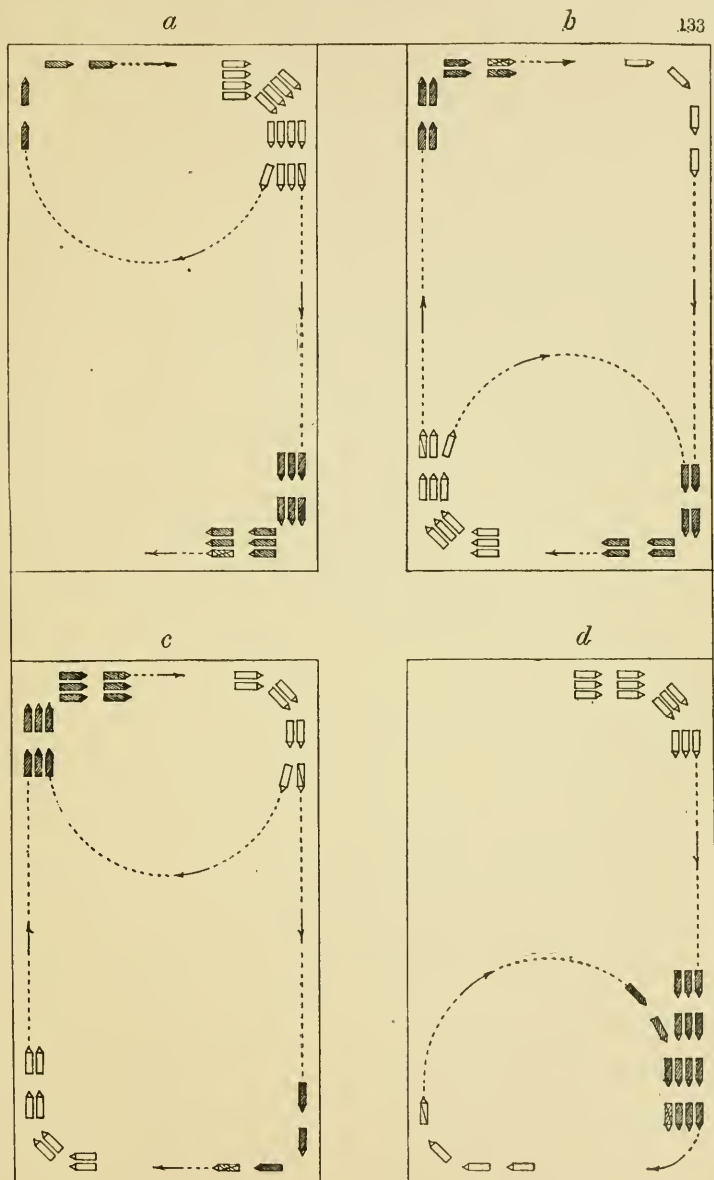
This figure is similar to the preceding (Plate 133), but can only be ridden by about four ranks, according to the size of the ring.

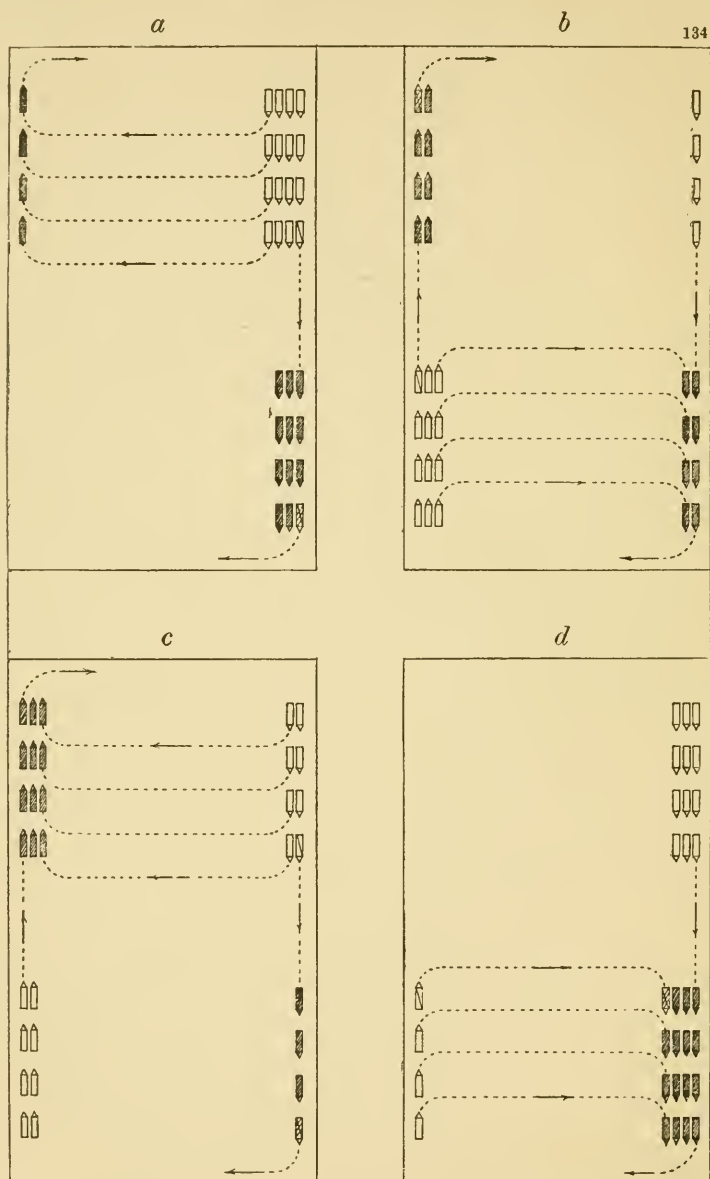
*Plate 135.*—Commands :

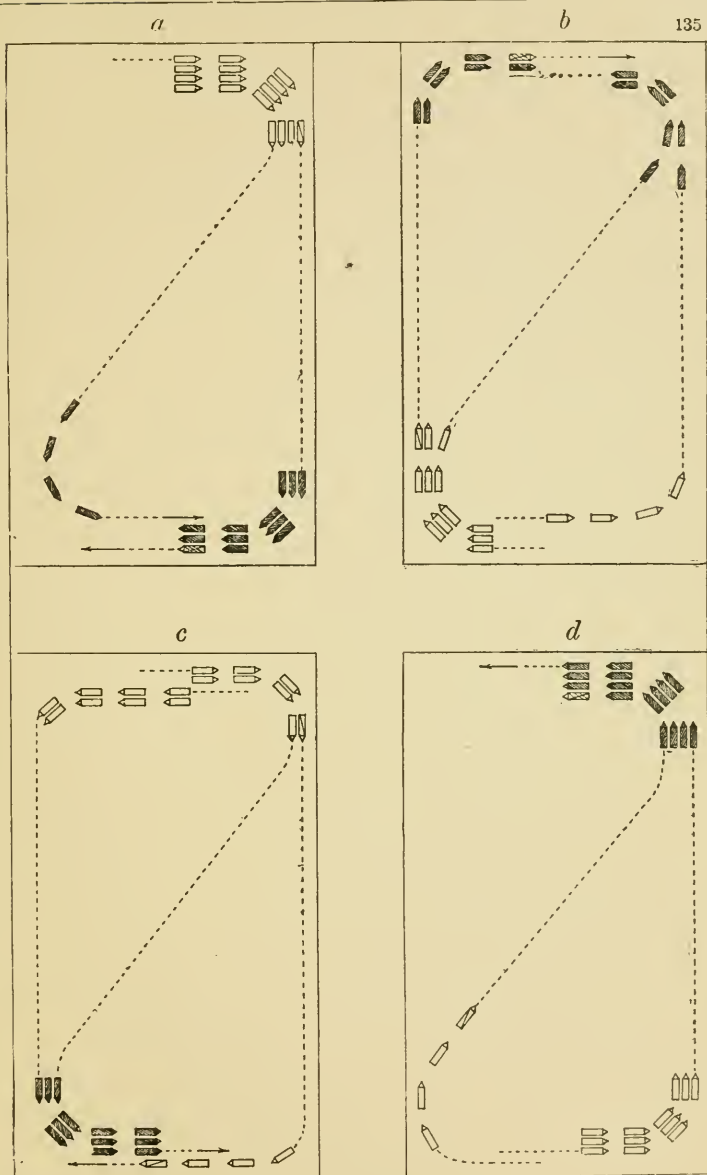
- a* 1. *First file change, MARCH.*
- b* 2. *Second file change, MARCH.*
- c* 3. *Third file change, MARCH.*
- d* 4. *Fourth file change, MARCH.*

This figure is similar to the figure, Plate 133, the files breaking off and changing to the other hand, instead of circling.

To bring the riders back to their original positions, repeat the figure, or change the column in any manner.

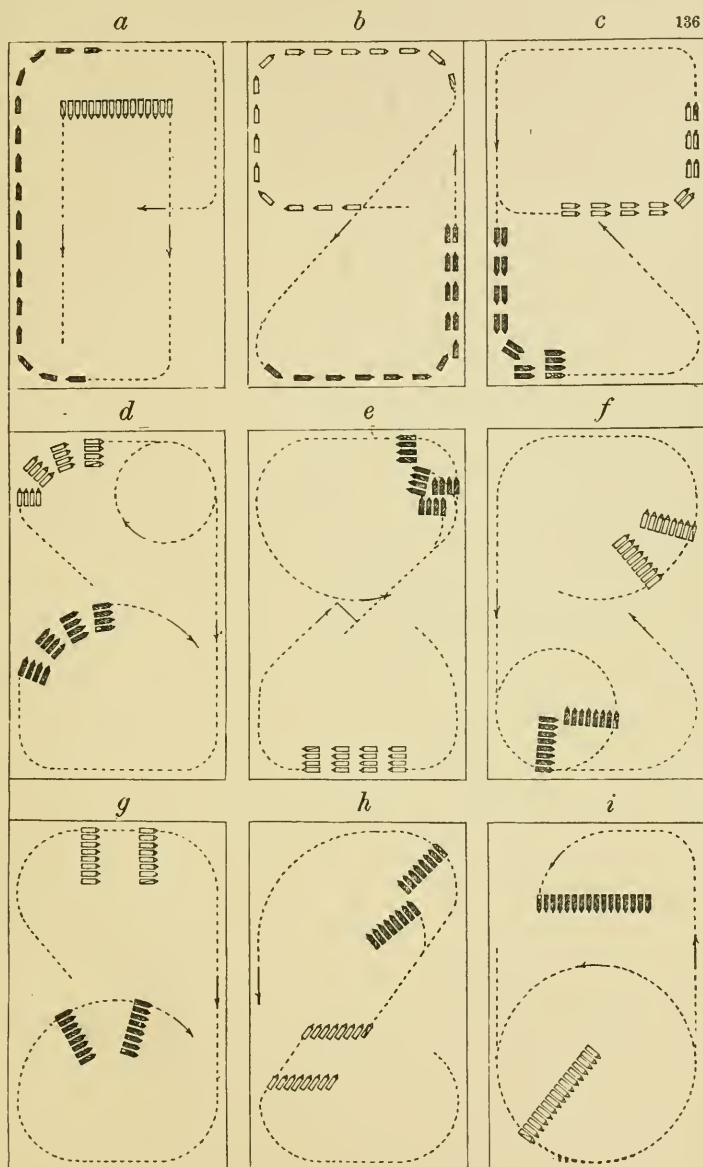






*Plate 136.*—Commands :

- a* 1. *Forward (trot), MARCH.*  
2. *Single file right (trot), MARCH.*  
3. *Half-school, MARCH.*
- b* 4. *Change, MARCH.*  
5. *Form twos, MARCH.*
- c* 6. *Half-school, MARCH.*  
7. *Forward, MARCH.*  
8. *Form fours, MARCH.*  
9. *Change, MARCH.*
- d* 10. *Quarter-circle, MARCH.*  
11. *Forward, MARCH.*  
12. *Large circle, MARCH.*
- e* 13. *Change, MARCH.*  
14. *Form eights, MARCH.*  
15. *Large circle, MARCH.*
- f* 16. *Forward, MARCH.*  
17. *Quarter-circle, MARCH.*  
18. *Forward, MARCH.*  
19. *Change, MARCH.*
- g* 20. *Large circle, MARCH.*
- h* 21. *Change, right oblique, MARCH.*  
22. *Form line, MARCH.*
- i* 23. *Large circle, MARCH.*  
24. *Forward, MARCH.*  
25. *Left wheel, MARCH.*  
26. *Attention, HALT.*



*Plate 137.—Commands :*

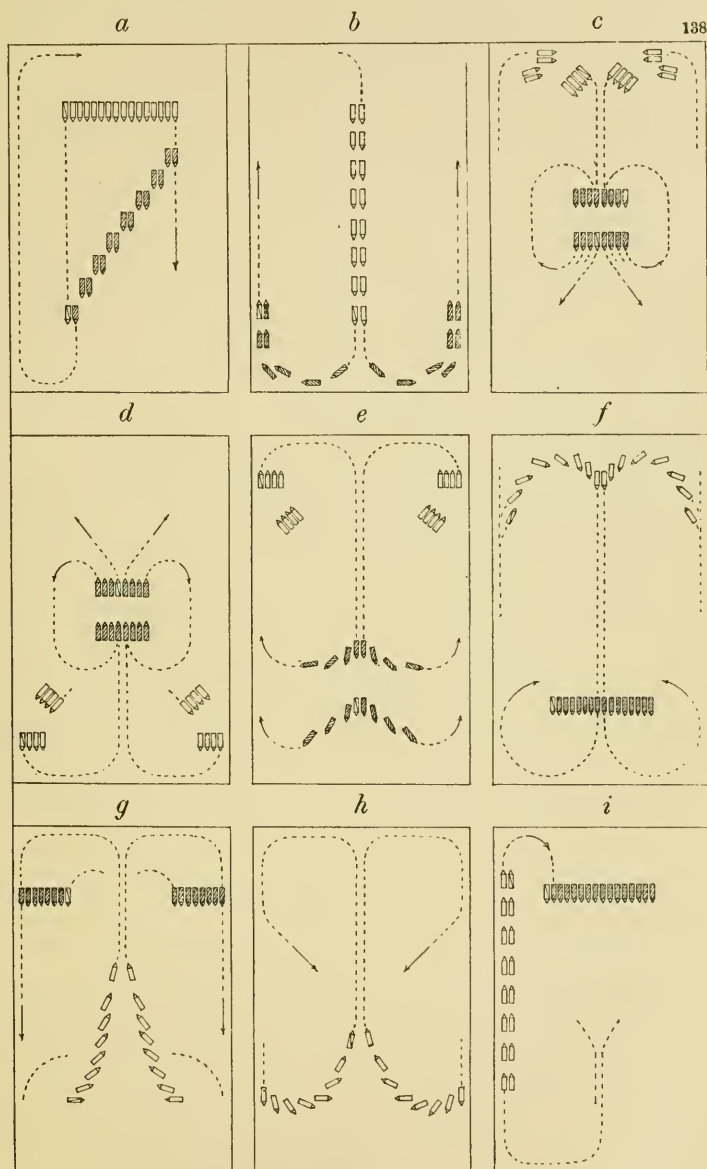
- a* 1. *Forward, trot, MARCH.*
- 2. *Fours right, MARCH.*
- b* 3. *Single file right turn, MARCH.*
- 4. *Form fours left, MARCH.*
- c* 5. *Fours small circle, MARCH.*
- d* 6. *Second and third fours form eight, center, MARCH.*
- 7. *Fours left, eight right, MARCH.*
- e* 8. *Right and left turn, MARCH.*
- 9. *Right and left circle, MARCH.*
- 10. *Forward, MARCH.*
- 11. *Right and left turn, MARCH.*
- f* 12. *Center, MARCH.*
- 13. *Fours left, eight right, MARCH.*
- 14. *Right and left turn, MARCH.*
- g* 15. *Right and left circle, MARCH.*
- 16. *Forward, MARCH.*
- 17. *Right and left turn, MARCH.*
- 18. *Center, MARCH.*
- h* 19. *Column right, fours right, MARCH.*
- i* 20. *Change, MARCH.*
- 21. *Left turn in line, MARCH.*
- 22. *Attention, HALT.*





*Plate 138.*—Commands :

- a* 1. *Twos from the right, in succession forward, MARCH.*  
2. *Column right, trot, MARCH.*
  - b* 3. *Center, MARCH.*  
4. *Right and left form twos, MARCH.*
  - c* 5. *Right and left form fours, center, MARCH.*  
6. *Right and left single file retire, MARCH.*  
7. *Right and left change, MARCH.*
  - d* 8. *Center, MARCH.*  
9. *Right and left single file retire, MARCH.*  
10. *Right and left change, MARCH.*
  - e* 11. *Center, MARCH.*  
12. *Single file right and left, MARCH.*
  - f* 13. *Right and left form line, MARCH.*  
14. *Right and left circle, MARCH.*
  - g* 15. *Single file right and left, center, MARCH.*  
16. *Right and left form line, MARCH.*
  - h* 17. *Single file right and left, center, MARCH.*  
18. *Right and left, MARCH.*  
19. *Right and left change, MARCH.*
  - i* 20. *Column right, MARCH.*  
21. *On right in line, MARCH.*  
22. *Attention, HALT.*
-



## TANDEM RIDING.

No doubt most people know what "tandem riding" is; but, for the sake of those who do not, I will explain that it is riding one horse while driving another.

Except in high-school riding, tandem should not be ridden by less than four riders. Naturally, the more riders that can take part, the better will be the appearance and effect; the number that can take part is only limited by the size of the ring.

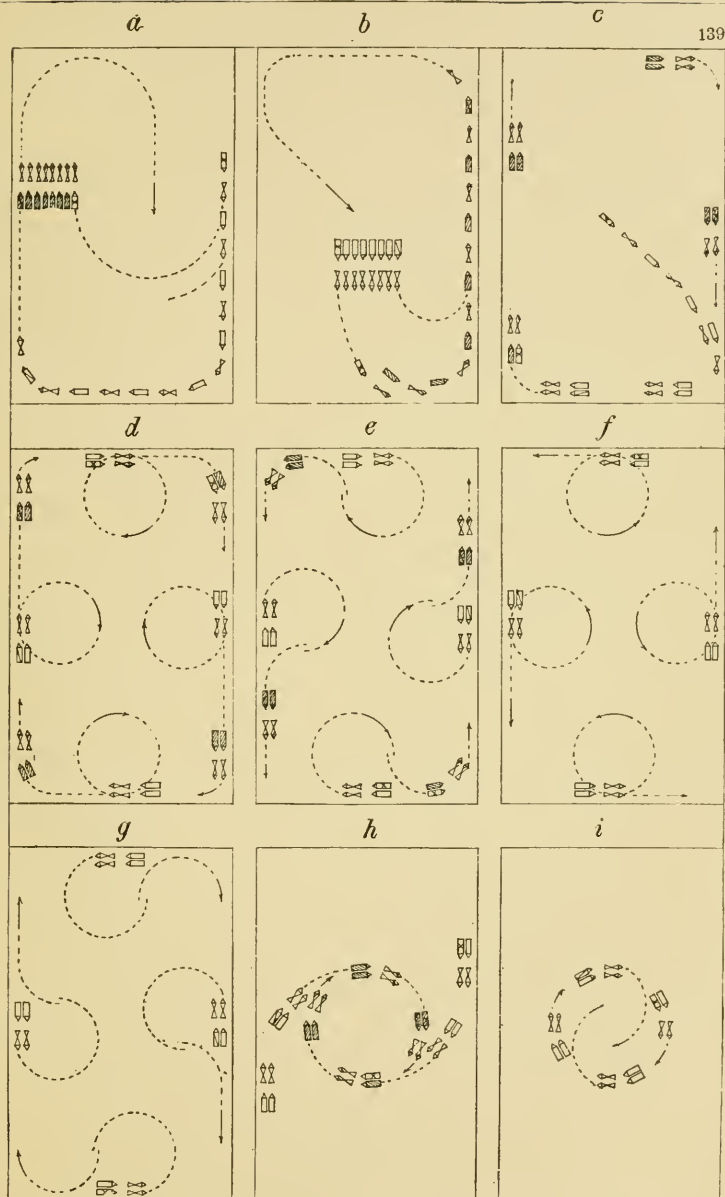
All the simple and most of the more complicated movements can be ridden in tandem, and the effect and *ensemble* of figures ridden by eight or twelve riders are very beautiful and effective. In riding with only four riders, the movements not being as susceptible of variation as with eight or twelve riders, the various figures are ridden at first in a trot, and then the same or different figures in a gallop.

The requirements for successful tandem riding are a cool head, a good seat in the saddle, a well-trained saddle-horse, and a leader that goes well against the bit without pulling, and will drive wherever wanted without any swerving.

The whip should be used without snapping it when in line, and even in single file it should only be used to touch up the leader when necessary. It should be held at an angle of about forty-five degrees and slightly inclined to the left side, about over the left ear of the saddle-horse.

In Plates 139 and 140 are given an example of a tandem figure for eight riders, that was ridden with great success by the New York Riding Club at one of its annual finish rides, the club receiving and deserving great applause for the fine execution of the different movements.

Plates 141 and 142 give an example of a figure for twelve riders. This was also ridden by the same club, but with a repetition of some of the movements and a few extra movements, which have been left out on account of space. This also received and merited great applause.



In these movements the commander is preferably the last rider, as from this position he can oversee the movements of the rest of the riders perfectly.

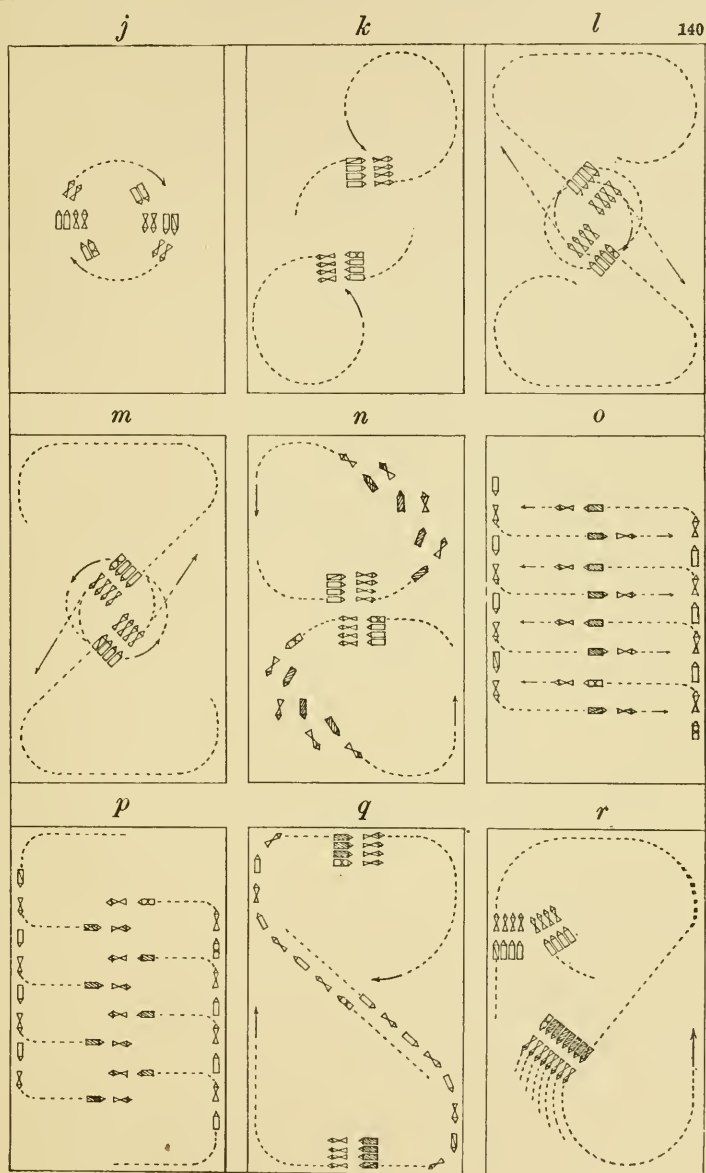
TANDEM FOR EIGHT RIDERS.

*Plate 139.*—Enter the ring in single file, commands :

- a* 1. *Form line*, MARCH.
- 2. *Center*, MARCH.
- b* 3. *Attention*, SALUTE.
- 4. *Single file left, trot*, MARCH.
- 5. *Change*, MARCH.
- c* 6. *Form twos*, MARCH.
- 7. *Take distance*.
- d* 8. *Circle*, MARCH.
- e* 9. *Right about*, MARCH.
- f* 10. *Circle*, MARCH.
- g* 11. *Left about*, MARCH.
- h* 12. *Center circle*, MARCH.
- i* 13. *Odd numbers forward*, MARCH.
- 14. *Even numbers forward*, MARCH.

*Plate 140.*—Commands :

- j* 15. *Form fours*, MARCH.
- k* 16. *Left turn to wall*, MARCH.
- 17. *Quarter-circle*, MARCH.
- l* 18. *Change*, MARCH.
- 19. *Circle*, MARCH.
- m* 20. *Change*, MARCH.
- 21. *Circle*, MARCH.

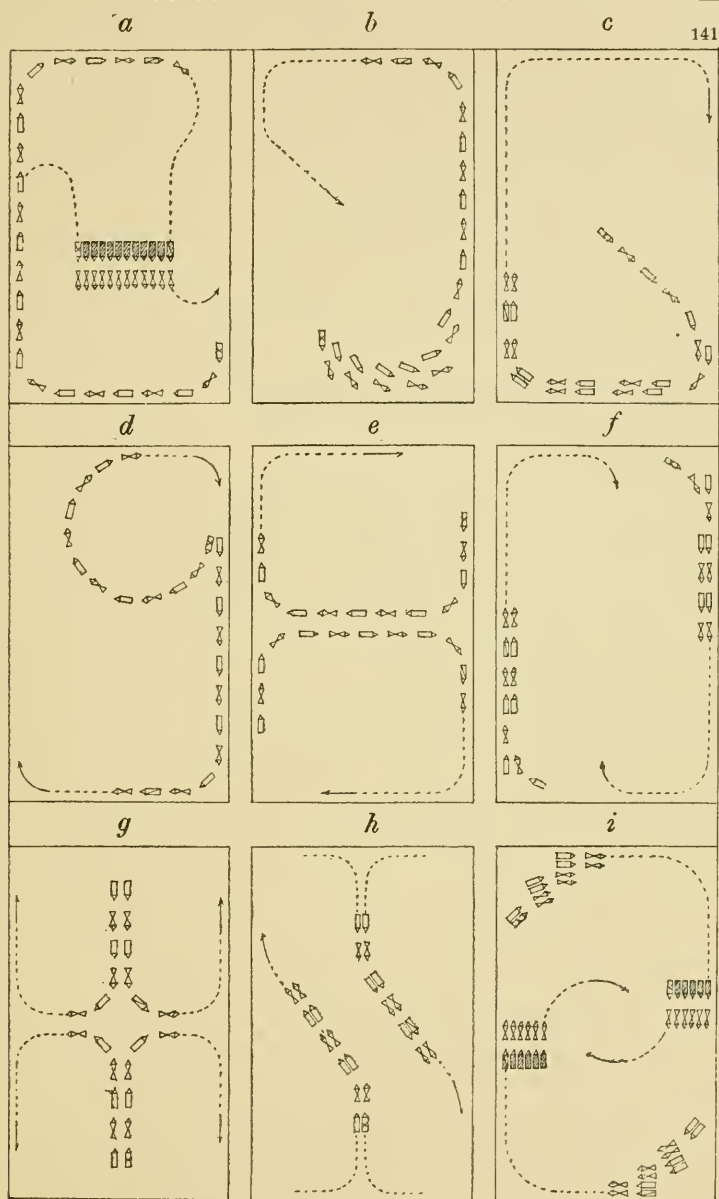


- n* 22. *Half-school*, MARCH.
- 23. *Single file left*, MARCH.
- o* 24. *Left turn*, MARCH.
- p* 25. *Left turn*, MARCH.
- q* 26. *Change*, MARCH.
- 27. *Form fours*, MARCH.
- r* 28. *Second section circle*, MARCH.
- 29. *Change*, MARCH.
- 30. *Single file from the left*, MARCH.
- EXIT.

## TANDEM FOR TWELVE RIDERS.

*Plate 141.*—Enter the ring in single file, commands :

- a* 1. *Right turn in line*, MARCH.
- 2. *Attention*, SALUTE.
- b* 3. *Single file left, trot*, MARCH.
- 4. *Change*, MARCH.
- c* 5. *Form twos*, MARCH.
- d* 6. *Second file circle*, MARCH.
- e* 7. *Half-school*, MARCH.
- f* 8. *Form twos*, MARCH.
- 9. *Center*, MARCH.
- g* 10. *Four circles*, MARCH.
- 11. *Four circles*, MARCH.
- h* 12. *Sections left*, MARCH.
- i* 13. *Form sixes*, MARCH.

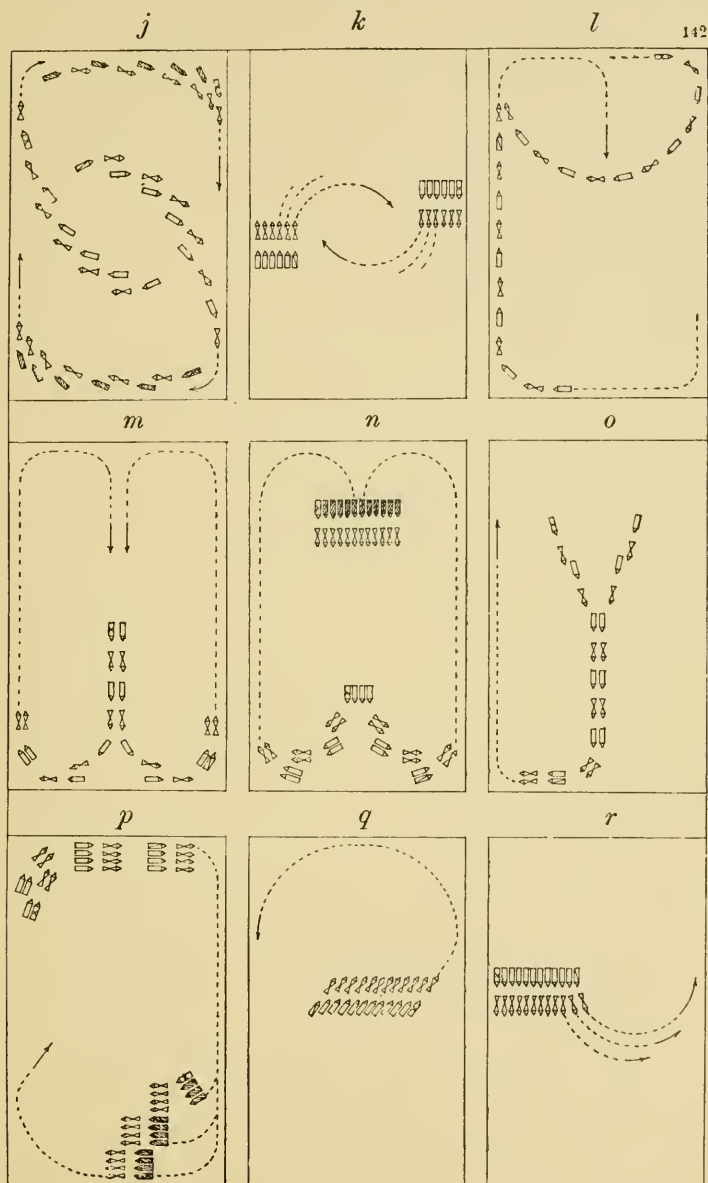




*Plate 142.*—Commands :

- j* 14. *Single file right turn, MARCH.*
- 15. *Form sixes, MARCH.*
- k* 16. *Single file right turn, MARCH.*
- l* 17. *Second file circle, MARCH.*
- 18. *Center, MARCH.*
- m* 19. *Right and left form twos, MARCH.*
- 20. *Center, MARCH.*
- n* 21. *Right and left form line, MARCH.*
- 22. *Center, MARCH.*
- 23. *Attention, HALT.*
- o* 24. *Twos from center, trot, MARCH.*
- 25. *Column right, MARCH.*
- p* 26. *Form fours, MARCH.*
- 27. *Form line, MARCH.*
- q* 28. *Change, MARCH.*
- r* 29. *Single file left turn, MARCH.*

EXIT.



## JUMPING.

ALTHOUGH there are some riders who have horses that can jump exceptionally well and high, for the majority of riders it can hardly be of interest to practice jumping for the purpose of seeing over how high a hurdle they can get their horses to jump; neither is it advisable to practice very high jumping, as it has some elements of danger that one should not incur. Leave that to the professional or the enthusiast.

Jumping over moderately high hurdles or bars can do no harm, and is of especial benefit in improving the rider's seat and the grip of the legs, and making it immaterial to him if he does occasionally lose one or both stirrups.

I would recommend a class to practice by jumping the hurdle first in single file, then forming and jumping the hurdle by twos, then by threes and fours, and, if there be room, with still more in line; this will help very much toward perfecting the rider's control of his horse, as he must keep in line while approaching and crossing the bars as well as in ordinary movements, probably very hard to do at first, but becoming more easy at each attempt.

The hurdle can at first be kept quite low and raised gradually, but at no time for class riding higher than any ordinarily good jumper can easily clear.

Sometimes a sluggish horse will touch the bars, even if low, then he must be animated and spurred to arouse him to a sense of his duty. Although not advocating very high jumping, still the bars should be put high enough to give the horses some ambition to exert themselves.

The class could also practice jumping in tandem riding, and figures could be made to include jumping at certain points.

In jumping, all horses are inclined to become excited, and the riders should allay their excitement, or at least not increase it, by keeping cool themselves and only calling on the horse for extra exertion at the proper moment.

## HIGH-SCHOOL AND OTHER FORMS OF FANCY RIDING.

HIGH-SCHOOL refers to the schooling of the horse in movements further advanced than the ordinary straight-forward riding in walk, trot, or gallop. Movements, however, which belong to the high-school, but should nevertheless be taught to every well-trained saddle-horse to perfect his schooling, do not constitute "high-school"; such are the movements on two paths, called "*shoulder in*," "*shoulder out*," and the "*travers*." Not only are these movements good for the horse, but it would be well for the class to practice them for its own improvement, and especially for the use of the legs, which they necessitate, and the knowledge of the different effects to be realized by the proper use of the reins gained thereby.

There are very few horses fully trained in the different high-school movements on and over the ground, the vast majority being only in the primary department, so to speak, and their training limited to the so-called *Spanish walk* and trot or hop.

Nothing can be more pleasing to the lover of the horse than to see one fully trained going through his paces—the movements on two paths in walk, trot, and gallop; the *Spanish walk* and trot and the *piaffe*; the gallop change at any certain number of steps; the pirouette in gallop; kneeling, rearing, leaping on the spot, the parade on ending the gallop, the backward gallop, and so forth.

High-school is essentially a prominent feature of ring-riding, but requires no special designing of movements, any simple figures being ridden that will show the different paces to the best advantage. If four or more are riding, similar figures are ridden in unison; or a regular quadrille figure can be devised, with the same object in view.

Any one desiring to become thoroughly proficient in "high-school" will find the best way to be, to start and finish training a horse in the high-school movements with the aid and under the guidance of a competent instructor.

In this way he will become thoroughly acquainted with the principles of the different paces, movements, and positions connected therewith.

Other forms of fancy riding are "*high-school tandem*"—a beautiful sight when both horses are highly trained; riding one horse while driving a team, and riding one horse while driving two or more horses in tandem.

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### GAMES.

THERE are a number of games for ring-riding, all tending to give the rider confidence and to improve his horsemanship.

One is, catching rings on a short sword, from an arm that automatically replaces a ring as fast as one is taken away, the riders going around the ring at a trot or gallop. This is the same as those placed on every "merry-go-round," and needs no further explanation.

Another is, to ride at a suspended ring with a spear, and to catch the ring on the same; also to spear a head placed on a post. Sometimes a number of posts, with heads and suspended rings, are fixed at certain places about the ring, and each rider must follow a certain course and execute certain movements, all tending to display his expertness as a rider, in addition to attempting to spear the heads and rings.

"*Defending the Flag*" is a game where two riders try to prevent a third from taking a flag, the pole of which is stuck in the top of a post mounted on a pedestal. This, while quite interesting and exciting, perhaps, to the spectators, does not require any special display of horsemanship.

The game of "*Taking the Rosette*" (*Jeu de Barre*), sometimes called "*Tag*," is, on the contrary, one that requires the highest development of horsemanship and judgment to be properly ridden.

In this each of the three riders has a rosette, one generally red and the others white and blue respectively, pinned on the right shoulder; each rider, in succession, attempts to save his rosette from being taken by one of the other two. The rosette can only be taken while on the left side of the rider who is attacked, and by reaching across his back. Under no circumstances must the riders take hold of each other or each other's horses.

The three riders enter the ring at short intervals, after two judges, and are assigned to their respective corners by them. At a command from the judges, when all are ready, the one designated rides to the center of the ring, and the others then attempt to take his rosette; if he can prevent their doing so for two minutes, when the judges give a signal, it is safe. If taken away, it counts one point for the one that gets it. Generally for the first minute no serious attempt is made to secure the rosette, but a signal being given at the end of the first minute the actual endeavor commences.

The one saving his own and getting one of the others, or losing his own and getting both of the others' rosettes, is declared the winner, and is marched in triumph around the ring, between the judges, while the other two march behind, before they make their exit.

The riders should go at a short, quick gallop, and the one attacked must not try to save his rosette by simply rushing away from the others at a fast gait, but by sudden and unexpected turns and stops get away from them, or place himself in such a position that the rosette can not be taken, but keep going all the time.

This game is one of the most interesting, and, when well ridden, the winner deserves great credit.

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## INSTRUCTION.

THE course of instruction for a class or club that desires to excel in horsemanship and in execution of movements should be thorough and systematic. The first thing, as a matter of course, is to teach each rider how to mount and dismount correctly. The riders being properly mounted, and going around the ring in single file at a walk, the instructor should place himself so as to see every one and note any faults; he should see that each rider sits correctly and holds his reins properly, and should carefully explain the uses of the reins and legs in controlling and guiding the horse for the execution of the movements and changes of gait.

The instructor should call the attention of each particular rider to any fault in execution made by him, and explain to him carefully how to correct or avoid the same for the future. If a fault is general, then he should explain in a general way, and call the attention of all to it.

After going through any movement in a walk, it can be repeated in a trot; in fact, this should be a rule in trying any movements that are new to the class, to first ride through them in a walk, and, after thorough explanation as to what is desired, then in a trot.

After the class has gone around the ring and turned the corners properly, the *quarter-circle*, *large circle*, and *half-school* can be explained. The instructor should especially see that each rider goes to the wall at the proper point, and that each horse follows exactly behind the one preceding; also that proper distances are kept. In turning corners and circles, the riders are apt to decrease the size of the circle and to cut off the corners; in turning quarter-circles, very often not going up to the end wall at all; this can only cause irregularity of gait and loss of distances, and militates against precision of execution.

After this should come changing direction in file, and then the simultaneous movements; in these the instructor



must see that the riders guide properly, so that all start and finish a movement at the same moment.

Halting in file should be practiced until the riders all do so in about the same distance; the riders must be careful not to lean forward, but halt the horse by pressing the legs tightly and leaning well back in the saddle, as already explained.

The right and left *about* at the wall or in the ring should be carefully practiced.

After the rider knows how to guide his horse properly in the walk and trot, the principles of the gallop should be explained. If necessary, each rider can be taken in hand separately and shown how to make the horse gallop, how to keep him in the gallop, and the proper positions of the legs and of the horse. At first, whether singly or in file, the gallop is apt to be a rush, but this will be overcome by practice, and as the rider improves in the control of his horse. The slower a gallop can be executed the better it looks, and the speed is in direct sympathy with the rider's excellence of horsemanship and the horse's training.

After the proper execution of movements in single file, the formations by twos, threes, and fours can be attempted, and the different movements executed in succession, in column of twos, threes, and fours.

As the outside flank riders must increase their gait in turning a corner or circle, they are liable to keep it up after the straight line has been resumed; this must be avoided by all means, as it increases the gait without command and prevents the proper execution of any movement. The change of gait, increasing or decreasing, should be prompt, but at the same time gradual.

After forming twos, threes, and fours, the breaking off into file or by twos from either flank can follow; then forming threes from twos, and *vice versa*; then forming by six, eight, or in line, from single file, twos or fours, and breaking off from the same.

Circling in line should receive careful attention, both on the fixed and movable pivot.



After the simple movements are well understood, the movements on the circle and the more complicated variations of the simple movements can be taken up.

To improve the riders in the use of the legs and reins, as well as to improve the feeling of the horses for the same, it is well to occasionally practice the movements on two paths around the ring in both directions; also to turn the horses on the fore and hind quarters.

The instructor should make it a point to have all the movements executed equally in both directions, and that the class rides as much on one hand as on the other, whether at a walk, trot, or gallop. This rule is generally not observed, with the result that nearly all horses ridden in the ring are one-sided, and a good many riders can not gallop as well on the left as on the right hand.

In going through the ring in line, the command having been given to guide in either direction, the riders are prone to press toward the flank indicated; this is caused by an involuntary drawing of the reins, from looking in that direction; the riders should go straight ahead, without pressure toward either side, and only glance toward the flank they are to guide by.

For simple practice and improvement it is best not to ride any movements in regular succession, but keep on changing continually, and thoroughly practice all possible movements and combinations, as may be found desirable for certain purposes by the instructor. If, however, it is intended to ride some special figures for a special occasion, the figures should be formulated and tried, and, after correction, be strictly adhered to thereafter until the occasion has passed.

For practice, no regular rotation can be of any service, as the mind must be kept alert from expectation, which is impossible except by continual changes; for an exhibition, on the contrary, the movements should be so well drilled as to hardly need the commands.

## ROAD-RIDING IN CLASS.

SHOULD the club or class desire to ride outside, any movements that may be called for are naturally executed on the left hand, unless otherwise commanded; the law requiring all to keep to the right, the position on the road is the same as in the ring, going to the left, so all formations must be to the left, and the guide by the right flank.

The object of riding outside being to arrive at some place agreed upon, the endeavor is to get there as soon as possible, with a reasonable interspersion of walking and trotting, or an occasional gallop when going up a hill, therefore the movement must be forward, and any changes be restricted to the formation of the ranks—the only movements generally executed being to form by twos, fours, and eights, and, when the width of the road will permit, in line. All movements should be executed with as much precision as in the ring, and the same rules should be observed.

Riders should never gallop their horses down-hill, as it not only tends to injure the horse, but is actually dangerous; a horse stumbling while going down-hill can not recover so well as on a level, and, falling, will fall with much greater force, and therefore will throw his rider with much greater force also. Trotting down-hill is not so bad, but is not advisable if the hill be steep, as the strain on the horse is much more than on a level, and, should he stumble, he will also throw the rider with more force.

Riding outside in company is very exhilarating and enjoyable, the horses moving with more ambition than when alone, even the most sluggish acting with spirit, and none requiring any spurring to keep up with the rest, though some may need holding back.

THE END.









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